

TV GAMER

AUTUMN 1983 95p

Complete and independent
guide to all the games for
Atari ★ Intellivision ★
Coleco ★ Vectrex



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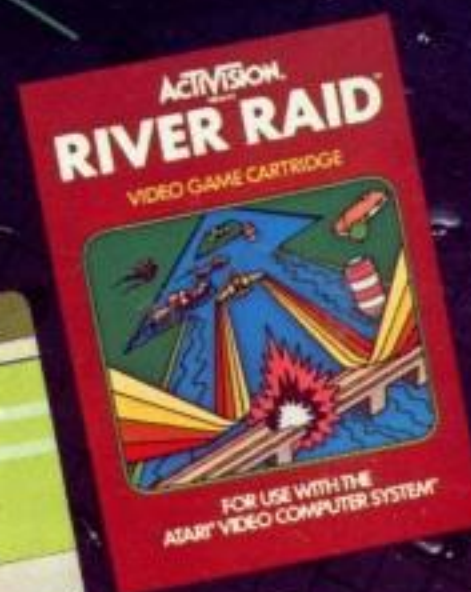
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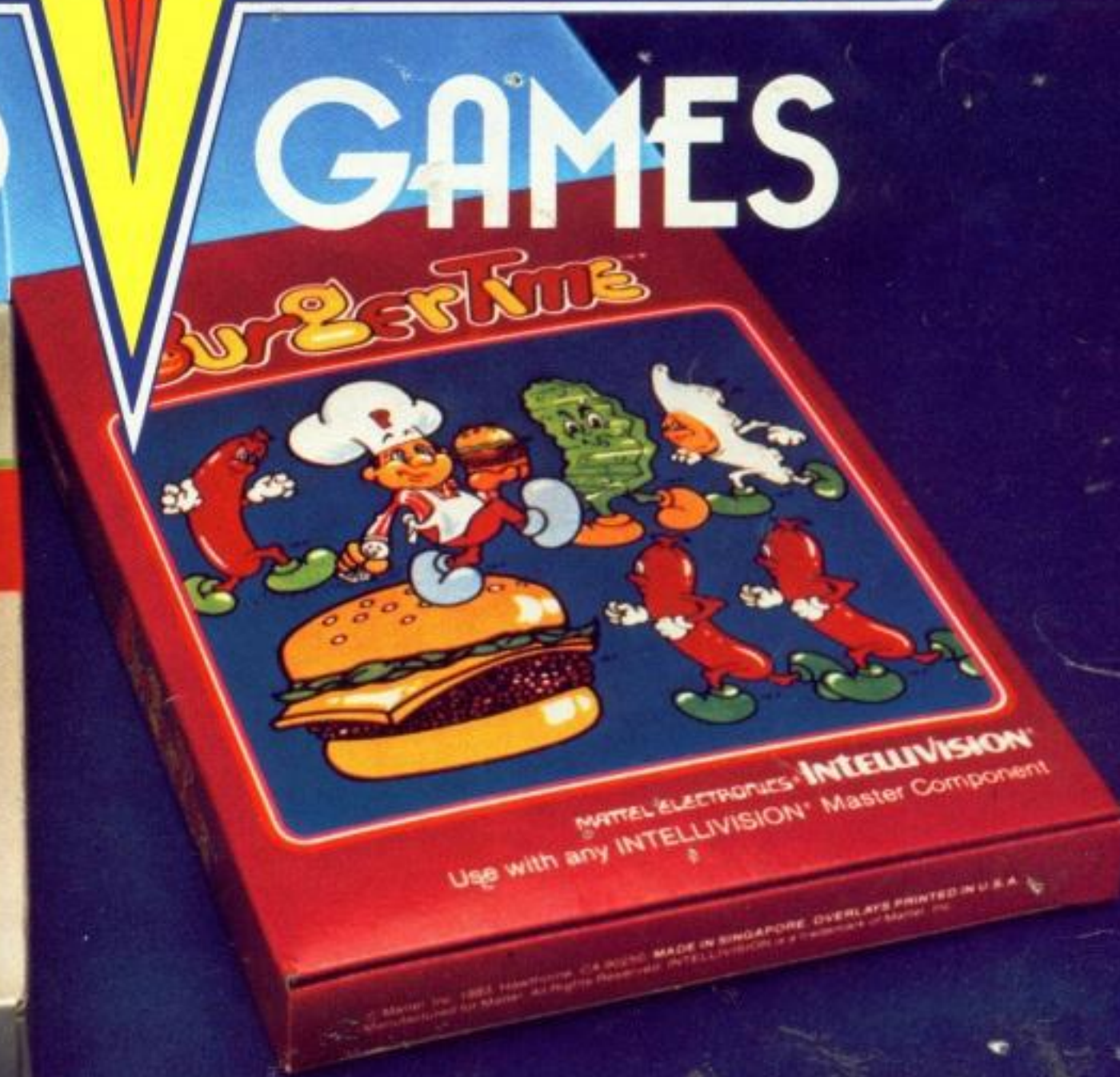
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CX2675	MS Pac-Man	29.99 23.99	IM10524	Atlantis	29.95 23.96
SA206	Nexar	19.95 15.96	1113	Auto Racing	21.95 17.56
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16104	No Escape	27.95 22.36	1119	Backgammon	15.95 12.76
CX2639	Othello	14.99 11.99	2614	Baseball	21.95 17.56
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CX2616	Pele Soccer	24.95 19.96	3333	Bowling	21.95 17.56
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AX18	Pitfall	29.95 23.96	4549	Burger Time	29.95 23.96
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CX2659	Raiders of		1120	Checkers	15.95 12.76
	the Lost Ark	29.99 23.99	3412	Chess	29.95 23.96
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16584	Scuba	27.95 22.36	5301	Frog Bog	21.95 17.56
AX002	Sea Quest	29.95 22.96	1816	Golf	21.95 17.56
2005	Shark Attack	19.95 15.96	COL76349	Gorf	29.95 23.96
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AG005	Skiing	18.95 15.16	1114	Ice Hockey	21.95 17.56
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CX2608	Super Breakout	19.99 15.99	2612	Space Battle	21.95 17.56
CX2631	Superman	24.95 19.96	5136	Space Hawk	21.95 17.56
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SA204	Tape Worm	19.95 15.96	MP001	Stampede	24.95 19.96
AG007	Tennis	18.95 15.16	1323	Star Strike	21.95 17.56
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CX2648	Video Pinball	14.99 11.99	2610	US Football	15.95 12.76
CX2666	Volleyball	19.99 15.99	5149	Utopia	21.95 17.56
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COL75358	Wizard of Wor	29.95 23.96	166612	White Water	29.95 23.96
CX2655	Yars Revenge	24.99 19.99	4552	Winter Olympics	25.95 20.76
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TV GAMER



Dear Reader,

Welcome to the second issue of TV Gamer.

There are some 30 new games reviewed in this edition, but some of the entries from the last issue have been withdrawn. Occasionally companies announce plans to launch in this country and then for some reason change their minds. Two brands who have done this since our last issue are Data Age and Zimag. Apollo did enjoy a brief period of distribution before the problems of their American company proved too much, and they vanished from the scene. However we will continue to include their cartridges in our reviews as their games may still be in libraries or rental clubs.

Several readers wondered why we don't include a marking or grading system with our reviews. Well, we have looked at this many times but can't see how we can introduce it. The video world is changing so fast that any such system would become unworkable. For example, when Pac-Man appeared we would surely have given it high marks. So what do we do when Ms Pac-Man comes out? Or the next, even better game? And how do we select the cartridge we choose to review?

Well, we have three rules.

- 1 There must be a reasonable distribution through shops or by post.
- 2 We have to have a sample for test. We won't review a cartridge when all we are given is a copy of the American packaging and game.
- 3 A very few cartridges we deliberately leave out. So far there are only six we have censored all because of their adult nature.



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Who are the Reviewers?

First and foremost they have to be avid gamers – real players rather than professional journalists. The team consists of five writers. Sonya Bradford aged 15, Jeremy Allen and Matthew Willson both aged 17, and our newest member Ray Davis aged 24, a successful applicant who wrote in from last issue. Finally our Chief Reviewer is Darrin Williamson aged 17.

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Improving your game with Controllers

Dual hand operated Joysticks

Atari joystick

CXV4004 Atari £13.99 (pair)
£6.90 (each)

This is the standard controller that comes with every Atari 2600. As controllers go, it is certainly a very good piece of hardware. However it is by no means perfect. For a start the action button is on the left-hand side which puts a right-handed player at a distinct advantage. Also many people who grip the controller with their whole hand find the stick is too short for comfort. However, it is the cheapest and by no means the worst product on the market.

Atari Space Age joystick

Atari Price not yet available

In an attempt to beat the competition at their own game Atari have brought out a range of controllers which are better than their standard one. The Space Age joystick features a pistol grip and trigger-style action button with a short, responsive joystick at the top. Ideal for Space Invaders or Galaxian or any game where you're in control of a gun of some description.

Making the most of your system

Once you've bought a video games system you needn't just stop there. As well as buying cartridges to expand your system you can also buy all manner of other bits and bobs.

So what can the gamer who wants to expand his system get and, more importantly, will it bankrupt him? This article sets out to show you everything that's around at the moment in terms of video games accessories as well as what's planned for future months.

To begin with what is arguably the most critical piece of hardware to a gamer, the controller. After all, if you've got a grotty controller, the chances of you doing well at a game are drastically reduced. Controllers come in all shapes and sizes, the most common type being the joystick. These are split up into two distinct categories, the ones you can hold in one hand, and those that require two hands to operate.

Atari Pro-Line Joystick Atari

This is certainly a very fine alternative to the joysticks that come with the VCS. The base fits comfortably into the palm of the hand and the joystick has a smoother action than the standard instrument. In addition it has the benefit of two action buttons, good news for left-handed people. In all a very reasonable, general-purpose controller.

Competition Pro Joystick Coin Controls £25.00

Coin Controls manufacture many of the arcade machine controllers, which is a good enough recommendation in itself. The stick is of sturdy construction and uses the leaf-style contacts found in most coin-ops. Another plus point is the two large size action buttons, one on either side. A bit pricey but worth saving up for, especially if you're a gamer with little hands!

Kraft Joystick Kraft

This particular stick is one of the smallest around, which for some people is an advantage and others a disadvantage. It all comes down to personal taste and your style of play. If you're one of those people who use a joystick by guiding it with your thumb alone then you'll like the Kraft product. But players who control the stick with their whole hand may not like this one. The Kraft joystick was the favourite with our resident ten year olds.

Starfighter/Slick Stick Suncom £13.95/£9.95

The reason for reviewing these two products together is that they are essentially the same stick but in two different styles. The Starfighter is basically a smaller, slightly more responsive version of the standard Atari joystick. The same goes for the Slick Stick except that where the Starfighter has a straight stick, the Slick Stick has a ball on the end making it easier to grip.



Tac 2 Suncom £18.95

This features an arcade style metal shaft with a black ball top and left- and right-hand action buttons, which seem to serve their purpose well. In short the Tac 2 is the best value up-market stick around at present.



Joy-Sensor

Suncom £29.95

The Joy-Sensor is a totally different concept in joystick-type controllers. Instead of a joystick and a fire button you are given two touch-sensitive panels. The stick (or rather the round panel where the stick would be) has a switch which gives you four way or eight way game control. So if the switch is put in the four way mode the diagonal positions are switched off. In this way, play is easier on games like Pac-Man or Donkey Kong when the diagonals are not used. The fire pad has a hidden advantage as well: by touching the centre of the panel you engage the rapid fire feature. This is switchable so you can use the rapid fire on the games that benefit from it.

An expensive controller that does require a bit of getting used to. However, you do get what you pay for and, with practise, you will improve your skill.



Trak Ball

Wico £48.95

You may ask why the cost of a substitute joystick is equivalent to the price of two cartridges. The reason is that a Trak Ball, of any description, works on the principle of electro magnets rather than switches. This allows you to vary the speed at which you move as well as the direction in which you go. The Wico model is the least attractive to look at. Nevertheless it is still an effective piece of equipment – if you can afford it.

Pro Line Trak Ball

Atari

Atari were the creators of the Trak Ball in the arcades on games like Missile Command and Centipede. Thus it seemed inevitable that Atari would come up with a version of their hit controller for the Atari 2600. The Atari Trak Ball is a lot smaller than the Wico which means it's a hand-held controller rather than one for the table top.

Video Command Joystick

Imagic

A rather unusual looking instrument which is in fact a controller from the old Grandstand Videocart system. It's been given a facelift and a different plug on the end so that it will fit the VCS. Despite the cosmetic changes this joystick was found to be both difficult to get on with and not strikingly better controlwise.



Single Hand Operated joysticks

Le Stick

Datasoft £24.95

The only joystick currently on the market that does not have, nor need, a base. The instrument is filled with mercury so you merely have to tilt it in the direction you wish to go. Rather hard to get on with at first, but it is probably effective once you have mastered it.

Quickshot

318-101 Spectravideo (Vulcan) £11.95

This is definitely the best joystick available at the lower end of the price range. Thanks to the well designed contours, it's comfortable to use. Stability is aided by rubber suction cups that anchor the base to the table top (fear not, it doesn't make any marks). In terms of speed, responsiveness and comfort, combined with value for money, the Quickshot wins hands down.



Pointmaster Pro

Competition/Tournament

Discwasher £19.95/£22.95

Two very similar joysticks to come from Discwasher. Both are reasonably responsive with a single-fire button at the top and rather light bases. The Tournament differs from the Competition in that it has rubber suction cups to stabilize the base as well as a built-in rapid fire module (more about those later).

Super/Pro Joystick

Wico £22.95/£27.95

These two sticks are similar in price and appearance. The Super is cheaper and has a straight all-plastic handle. The Pro has a metal shaft with a red ball grip at the top. Both have two buttons, one on the stick and one on the base, so either preference is catered for. Wico seem to specialise in high quality, top of the range sticks and their prices reflect this.

Joystick Accessories

There are a number of different accessories – either out now or being launched soon – that enhance an existing stick. These are a more economical way of upgrading controllers.

As far as is known at least three people are producing rapid fire modules. These are plugged into the controller port and the controller is plugged into it. Then, when the fire button is pressed, you get a continuous stream of fire.

Another economical way of upgrading a standard Atari controller is the stick stand. You fit the controller into the caddy, which in effect gives the stick a wider base making it more stable when placed on a table top. A small red ball is also supplied. This fits on the top of the stick and allows you to use the stick as if it were an arcade controller. You can

expect to pay around £7.95 for the device.

A useful accessory for left-handed players is a connector that fits in between the conventional stick and the console. This allows you to use an ordinary stick but with the control button in the top right hand corner. There are currently two of these available and they cost somewhere in the region of two to three pounds.

For the gamer who wants to sit as far away from his console as possible, twelve foot and six foot extension leads are available from both Wico and Suncom for between five and ten pounds. If you're a gamer who would rather not keep on changing controllers there is a 'Y' splitter on the way that allows you to plug two controllers into each control port. So you could have a joystick (any type) and paddles in one and a joystick and touch pad in the other. Everything mentioned so far is compatible with both the Atari VCS and the Colecovision (along with computers like the Atari 400/800 or 600XL/800XL and the Commodore VIC 20/64).

However, Mattel Intellivision owners may soon be able to buy an adaptor capable of converting the disc into a joystick. The US already have three. The delay in bringing these over has been caused by Mattel (US) denouncing them as putting additional strain on the circuitry. In fact, this hasn't been proved either way as yet.

Joysticks and the standard paddle controllers are fairly universal, that is to say that nearly all the games available use one or other (or both). There are however several games that require a special controller or make the game more enjoyable when one is used. Atari have made several of these in the past, for instance the driving controller for Atari's Indy 500. Coleco are doing a similar thing with their turbo drive module.

Coleco also plans to bring out other controllers for specific purposes. One of these is the Super action controller which can be used in conjunction with a range of sports games. As well as having joystick and keypad functions it also has a speed roller and four finger buttons so plenty of control there. But don't expect to see this in the shops for a while yet, it's not due out in the States until Christmas.

What will be available is the Atari Kid's Controller which is to be used with the new range of Kid's Library Games featuring Muppet and Disney characters. The controller itself is virtually the same as a video touch pad only bigger and easier to handle. It will take colourful wipe-clean overlays supplied with each game.

Upgrading your system doesn't mean just sticking on a new controller, there are other ways of making your games machine that much better.

For a start you can upgrade the memory of an Atari system. In fact, the

Starpath Supercharger does this and is available now (see separate article). Coming soon from CBS is a device called RAM PLUS. Apparently this is a Micro chip that plugs into the 2600 allowing it to play more complex games. There are no definite launch dates planned for over here.

If you not only want a bigger memory for your system but wish to be able to program in your own games too then a number of computer upgrades will be available soon. Atari, Mattel, CBS/Coleco and Vectrex are all planning home computer add-ons for their games system, to be here by Christmas.

If you've decided that you'd like all the accessories mentioned so far then you're going to need something to keep them in. A video storage box could be the answer. There are several of these available.

Ever wished you could plug in your favourite games once and never have to do so again? Soon you will be able to with a device called a comparator. This is a box into which you slot up to eight cartridges. Once plugged in you just select the cartridge you want. Canpro Electronics in the States make comparators called Videoplexes with models for VCS and Intellivision.

As you can see, simply buying cartridges is only the start of what you can do with even the cheaper video systems available.

IS YOUR ATARI ORGANISED?

A 'MUST' FOR ANY ATARI ADDICT!

- The Organiser holds 9 Atari game cartridges
- Special compartments are provided to store the joystick and paddle controls
- Protects your Atari System when not in use by acting as a dust cover
- Extra space provided for Atari booklet



USE THIS ATTRACTIVE COLOURFUL SCOREBOARD

- Lots of space to record names, dates and highest scores
- Establish the champion of your family or neighbourhood
- Features the most popular video games
- Eraseable scoring service, special pencil included

Both products available from REEDFOX LTD through Apollo Mail Order, PO Box 16, Clacton-on-Sea, Essex.

Tel: 0255 422034

Please add £1.00 for post & packing



YOUR GUIDE TO THE REVIEW LISTINGS



NEW! NEW! NEW!

Within each system we've starred the best of each type of game. They're the ones we think a keen gamer would wish to look at first – and if we've missed your favourite, why not write in and tell us? We've taken into account the limitations of each system, so that even if a game is made in versions to fit several systems, it isn't necessarily starred in all of them.

This shows that the cartridge has been released during the last few months or is due for release during the life of this issue of TV Gamer.

PREVIEW

Sometimes we don't get a chance to review a game properly before the magazine closes. In this case we will write the best description we can and follow it up with a 'new release' review in our next issue.

BRAND NAME Well known brands are widely available; new brands may take some finding. Our 'Where to Buy' Guide may help you.

PRICE We show the makers' recommended price where we can get it, and our best guess where we can't. You may well find better prices if you hunt for them.

REFERENCE NUMBER if you should need it.

OPTIONAL EXTRAS Some cartridges require accessories which may be rather pricey. A fuller explanation will feature in the review text for the game.

SPACE SPARTANS

3146 Mattel Electronics £29.95

1 4 variations

SCI FI SHOOT 'EM UP

needs Intellivoice module £45.95

NUMBER OF PLAYERS

- 1 One player against the game.
- 1+1 Two, three or four
- 1+2 players, each taking
- 1+3 turns.
- 2 Two players, playing the game together.
- 1v1 Two players, playing each other, with the game simply keeping score and acting as referee.

Only Atari has enough sockets for three or four players at the same time, and not many of these games have been made.

GAME CATEGORY There are a number of categories based on the type of action the game offers.

NUMBER OF VARIATIONS Many cartridges contain several different games, and include variations on the main theme. Generally speaking, this applied more to earlier games. Since all the early games had a relatively small size memory, if one features a lot of variations, then some of these are likely to be trivial. Recent games, as well as having larger memories, often have a random element so that although you have only one game the details change each time you play.

Looking after your game

- An adult should always do the plugging in and setting up for younger children. The equipment works on mains electricity and should be treated as carefully as any other mains equipment.
- Their biggest hate is dampness – keep consoles and cartridges warm and dry and they will last for years.
- Remember that you should always switch your console off before inserting or removing a cartridge. It is possible to ruin the cartridge if you don't.
- Don't let your Atari, Intellivision or Coleco run without a game cartridge in it. This might damage the console.

Will it fit?

ATARI 2600 will accept any cartridge listed as Atari or Atari compatible, and most of the new controllers.

INTELLIVISION will accept Intellivision and a very few compatible cartridges. It won't take other controllers, since its own are not removable.

CBS/COLECOVISION will accept any CBS Electronics cartridges and with the Atari adaptor will accept all those for that system, too. The controllers are removable, but it's too soon to recommend any alternatives.

VECTREX will accept only Vectrex cartridges from MB Games. It works on a totally different system to the others, and it's unlikely that there will be either a converter for other games or that anyone else will make games for this system.

Will it work?

If you buy your games console and cartridge from reputable shops or mail order companies in this country, you should have no problem. However, there are a number of differences between the TV systems in different countries – particularly between Britain and the United States. Games or cartridges bought in US will not usually work here. At best, you will get a picture with poor colour, whilst you may get a continual rolling of the picture. If the game you are thinking of buying isn't in our listings and you have never heard of the manufacturer, make sure that the cartridge is PAL (the system we use in Britain). □



IF YOU CAN FIND A
MORE ADVANCED VIDEO GAMES SYSTEM
IT WON'T BE ON THIS PLANET.

(So materialise at your local dealer for a try-out)



video games computer system. It's only on this system that the most powerful cartridges can be played.

It means that on CBS ColecoVision you can play 16K cartridges like Donkey Kong and Turbo. And even such advanced 24K cartridges as Zaxxon.

Whereas nearly all other video game computer systems, such as Atari® 2600 VCS™ and Mattel Intellivision™, are designed in such a way that the maximum cartridge power that can be played is 4K.

Just compare these figures:

Atari® 2600 VCS™ Max. cartridge power 4K
Mattel Intellivision™ Max. cartridge power 4K
CBS ColecoVision Min. cartridge power 16K

But if you find all this jargon a lot to handle, play around with our system at your local dealer, and you'll get the full picture.

exciting the games are to play; and the bigger the K size of the microchip the better the graphic definition, colour and sound.

First there was the tennis

video game, then just as you'd got that well and truly under control, along came all those Invaders from Space. Well, now there's CBS ColecoVision.



It's as different from the rest as Star Wars to Dr Who. Technologically, CBS ColecoVision is the most advanced, sophisticated video games computer system available.



You get faster speed of play. The greatest number of different screens or changing pictures to tax your abilities. Plus more variety of moving targets on screen.

CBS ColecoVision is a 32K ROM/16K RAM

It's the K size of the microchips in the cartridges that determine how challenging and

CBS COLECOVISION. A NEW GENERATION



YOU CAN'T BEAT THE SYSTEM

A bigger challenge.

As you might expect, our range of games is just as advanced as our console.

They're not only chosen from the most successful arcade games in the States, they play just like them as well. No-one else can claim that.

Every single game has up to 4 skill levels for 1 to 2 players plus multiple screens.

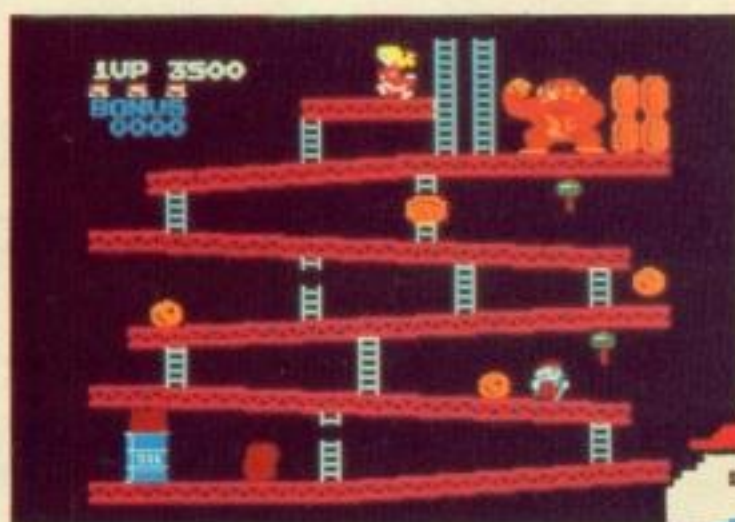
So even know-all game wizards are in for some hairy experiences. There are Donkey Kong, Zaxxon, Smurf, Cosmic Avenger,

complement the games. They give you full control over your game play with 8 direction joy stick, push button keyboard and two independent fire/action buttons.



Zaxxon™ Sega

And more. The unique CBS ColecoVision Expansion Module Interface allows you to expand the use of your console and keep it right up to date with the latest developments.



Donkey Kong™ Nintendo

Expansion Module No. 1 allows you to play the entire library of Atari® VCS™ cartridges.

Expansion Module No. 2 is a fully functional driving unit which includes steering wheel,



Smurf™
Gargamel's Castle: Peyo.

dashboard and accelerator pedal.

It comes with the Turbo™ video game cartridge for exciting high speed racing.

And Expansion Module No. 3 (soon to be launched) will turn your CBS ColecoVision console into an advanced home computer, so you can tackle anything from maths homework upwards.

Whichever way you look at it, CBS ColecoVision is simply the most advanced video games computer system you can lay your hands on.

On this planet, certainly. So go and try one out at your nearest video games dealer.



Expansion Module No. 2 with Turbo™ cartridge

Carnival, Venture, Gorf, Wizard of Wor, Mousetrap and Ladybug.

All demonly difficult. Definitely not for those with dodgy digits or weedy reactions.

More control at hand.

The CBS ColecoVision hand controls are also specially designed to

N IN VIDEO GAME COMPUTER SYSTEMS.

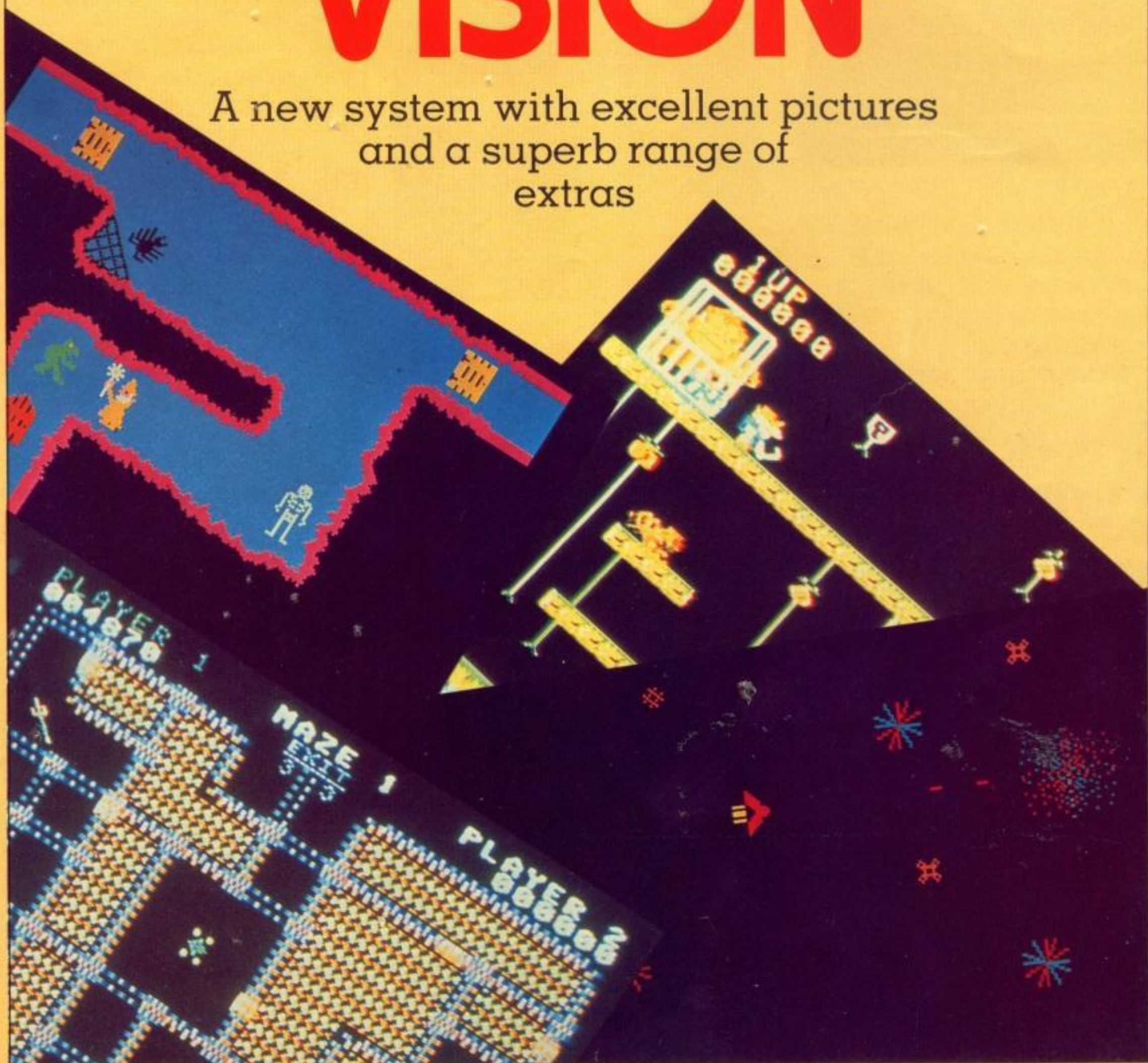
EXPANSION MODULE INTERFACE

CBS
ELECTRONICS

CBS COLECO SYSTEM REVIEW

CBS COLECO VISION

A new system with excellent pictures
and a superb range of
extras



**CBS/Colecovision**

Available: now Price: £149

The Coleco video game from CBS Electronics is the first of the third generation of games. It has more up-to-date electronics than the Atari or Intellivision consoles and has excellent picture and sound quality. It has a bigger memory than both of the earlier systems put together, and although it hasn't had as long to acquire a wide selection of games cartridges, those games launched so far for the Colecovision system are very good and include many well-known arcade names such as Sega, Universal and Bally/Midway. And with the memory and facilities available, these conversions are usually excellent.

The basic console is a slim, flat box with space for the two controllers, a cartridge slot and a couple of switches (on/off and reset) on top, and a second slot at the front. The controllers are multi-purpose, including a joystick and a twelve-button keypad, and can be unplugged for replacement or for fitting alternative components.

As it comes, it's probably the best video game console in the world. But it's that special slot at the front that really adds the magic. Labelled 'Expansion Module Interface', it's referred to by CBS/Coleco as their 'window on the future', and it's where additional modules can be attached to expand the capabilities of the system even further. Details of the first of these additional modules are given below.

Update Originally scheduled for an April launch, first limited deliveries were made to shops in June. Supplies are still scarce although this is expected to improve during the summer.

Expansion Module One**Atari Adaptor**

Available: Autumn 1983

Price prediction: around £60

This looks like a small box with a slot for the cartridges and five of the Atari's six switches – color/b & w, left and right difficulty, game select and reset. (On/off is controlled by the CBS/Coleco's own switch.) There are also sockets at the front for two controllers. This module will accept any cartridge made for the Atari VCS. It won't produce any better graphics or sound than you would get on an Atari, since these are controlled by the cartridge itself.

The module will also accept the Supercharger (see page 56), but we

haven't yet begun to explore the potential of the combination!

The controller sockets will definitely take Coleco's own type, and it's claimed that anything that fits an Atari will also work, but TV Gamer can't as yet verify this.

Update Promised originally for April this year, but delayed along with the whole CBS/Colecovision launch to the end of June and now delayed still further, to October. TV Gamer hasn't had one of these for test yet, though samples have been exhibited in this country. Some of the delay has been due to legal problems between CBS/Coleco and Atari in America.

Expansion Module Two**Turbo Drive Module**

Available: now Price: £49.95

This combines a driving game and a specially designed controller in one package.

The module itself is like a steering wheel, with a space into which one of the Coleco's hand controllers fits, with its joystick acting as a gearlever. A foot control plugs in at the front to



provide acceleration. The Turbo game cartridge fits into the usual slot in the console. See the software section for a review of the game.

Update Expected delivery time is the same as for the main console. TV Gamer has tested one and it works well, is sturdily made and withstands constant playing. We would recommend it more strongly if it was somewhat cheaper or if there were more games you could play with the controller once you'd bought it. A cartridge by itself is nearly £30, which makes the controller around £26 – quite expensive as controllers go, though probably good value for such a comprehensive one as this. Although the price may well come down, nothing has yet been announced about other games for the controller.

Expansion Module Three

Adam Computer

Available: not yet known
Price: not fixed

By transforming the basic console into a computer, this module will be the envy of friends with today's most

popular systems. It has been announced in two versions – as an accessory module for the CBS/Colecovision console, or as a 'stand alone' system. As an accessory, it comes complete in three components – a keyboard housing the main computer, a 'memory module', and even a printer!

The main keyboard has 75 keys, including 6 programmable and 5 cursor control keys. It has 64k internal memory, and can use an additional 16k from the video game console, giving it a whopping 80k overall, far more than the usual home computer. As it can accept software produced for the Apple II it has immediate access to a wide range of computer-type games, personal and business programs. The 'Memory Module' uses a new type of 'stringy floppy', which is a kind of continuous loop of tape inside a cassette looking rather like an ordinary audio cassette. It comes complete with built-in word-processing programs, and can store 250 pages of text, which raises the system into the realms of a small business system.

The printer is in keeping with the standard set by the rest of the components – not the usual dot-matrix, but a letter quality 'daisy wheel'. (A

'daisy wheel' printer works in the same way as a normal typewriter, except that the letters and numbers to be 'typed' are ranged round the edge of a flat disc, looking rather like the petals of a flower. The wheel turns until the required character is in position, then a small hammer taps it against the paper.)

This type of printer is well-known for its clear printing, but it can't reproduce pictures from the screen.

With the 'stand alone' system you get a modified 'memory module' that accepts CBS/Colecovision games cartridges, and also a pair of controllers.

Update This module was exhibited for the first time in the USA only this summer. TV Gamer has not seen one to handle, let alone to test. At the moment, all we have are pictures, which we have printed here for you. It seems unlikely that the module will be available much before Christmas 1983, and you'll probably have to pay around £400 for the additional unit, or £600 for the stand-alone. But as yet this is only guesswork.



CARNIVAL

COL74302 CBS Electronics £29.95
1,1+1 8 variations
SHOOT 'EM UP

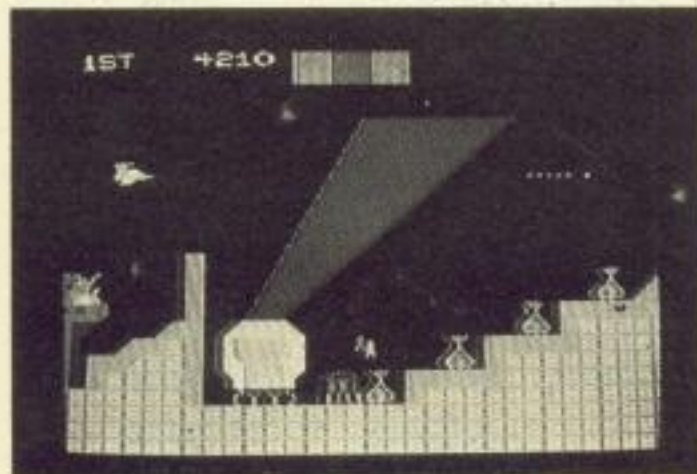
This game sets out to recreate the charm and excitement of an old time shooting gallery. You have to shoot down the toy ducks, bears and rabbits as well as the clay pipes at the top of the screen. You have limited ammunition which the ducks will try to eat if they get too low on the screen. The graphics and sound are far superior to those in either the VCS or the Intellivision versions. There is also a bear shoot which doesn't appear in the other versions. □

COSMIC AVENGER

COL74310 CBS Electronics £29.95
1,1+1 8 variations
SCI FI SHOOT 'EM UP

Rather like the arcade game Scramble, Cosmic Avenger is a scrolling multi-phase shoot 'em up in which you fly over the landscape using lasers and bombs to destroy everything in sight.

The graphics and sound effects are very good indeed and the game should appeal to all Scramble fans. □



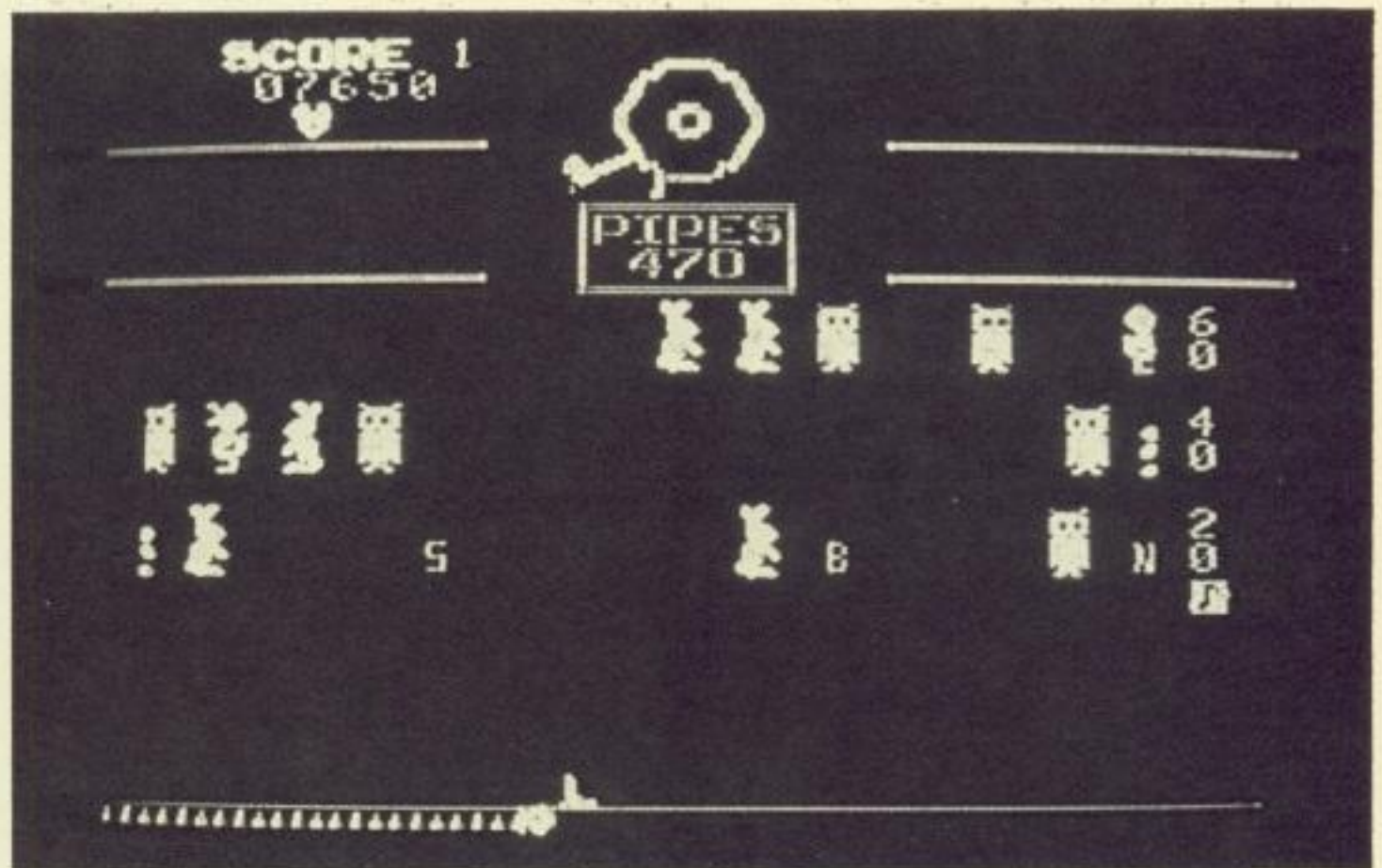
Cosmic Avenger

DONKEY KONG

CBS Electronics Free with console
CLIMBING

This is the game that comes free with the Colecovision when you buy it. Naturally, they have chosen a cartridge that shows off the system to good advantage, and this game certainly does that. The game is based on the arcade game Nintendo, which has almost a cult following in America. The Kong in the title is King Kong, by the way, and the idea of the game is to guide a little character called Mario to the top of a skyscraper to rescue his girlfriend from Kong's clutches. To do this he has to climb scaffolding around the building. However, all the time little Mario is climbing up, Kong is busy throwing barrels down. Mario has to jump over them ... or you start again with another little Mario!

The resemblance to the coin-op version is quite staggering, and although CBS Electronics make versions of this game for both Atari and



Carnival

Intellivision, neither of them are comparable in quality. A firm favourite with young and old gamers alike - and set to stay that way, too! □

GORF

PREVIEW

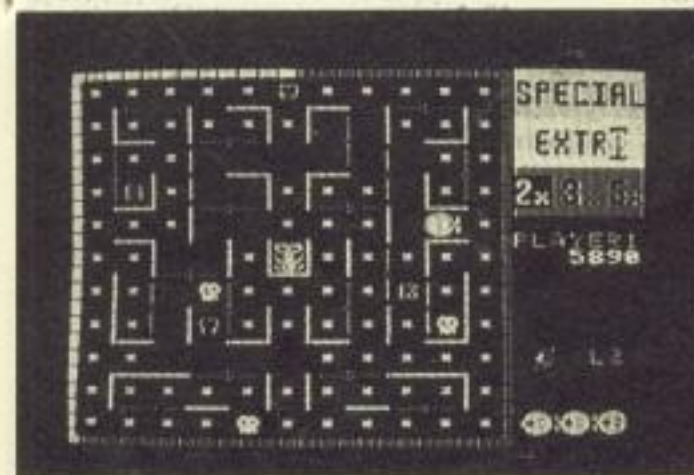
COL74344 CBS Electronics £29.95
1,1+1 8 variations
SCI FI SHOOT 'EM UP

A popular coin-op that has survived the translation to Coleco very well, as most arcade games do. The idea in Gorf is to shoot your way through several different phases of interstellar conflict. For a more detailed account of game play see Intellivision and VCS versions. □

LADY BUG

COL74328 CBS Electronics £29.95
1,1+1 8 variations
MAZE

A run of the mill Pac-Man-type game but with a difference. Some of the walls are hinged and will move if pushed by your Lady Bug, so you can if you like change the maze - or better still, block off your pursuers. Worth buying if you're desperate for Pac-Man on Coleco. □



Lady Bug

MOUSETRAP

COL74294 CBS Electronics £29.95
1,1+1 8 variations
MAZE

A Pac-Man-type game, although of a much higher calibre, which comes accompanied by an up tempo melody that's really very good. In Pac-Man's place is a little mouse that zooms around the maze eating cheese crumbs, while being chased by some cats and a bird. If the mouse eats a bone, he turns into a dog and can chase the cats. This game runs rings round Pac-Man. □



Mousetrap

SMURF - RESCUE IN GARGAMELS CASTLE

COL74260 CBS Electronics £29.95
1,1+1 8 variations
CHILDREN'S ADVENTURE

This game is based on the highly popular TV characters. You have control of a little Smurf who must make the epic journey to Gargamel's Castle to rescue an imprisoned Smurfette. Along the way you must jump gates and hills and duck to avoid bats. Both the graphics and sound on this game are marvellous. Children will love it. □



Smurf

TURBO★

COL74518 CBS Electronics £49.95
1,1+1 4 variations
DRIVING

Based on an arcade game – as are most titles these days – but with a difference. Instead of having to shoot everything in sight, your driving skills are put to the test in a break-neck speed chase. The game comes complete with a driving controller, consisting of a steering wheel, foot accelerator and hand controller which acts as a gearstick. The great thing about this game is the constant change of settings. Starting off in a city, the scene progresses through countryside, desert, winding roads, tunnels, even making a brief trip to the sea-side. Well worth the initial outlay since the controller is included and visually it is the most exciting driving game around. □



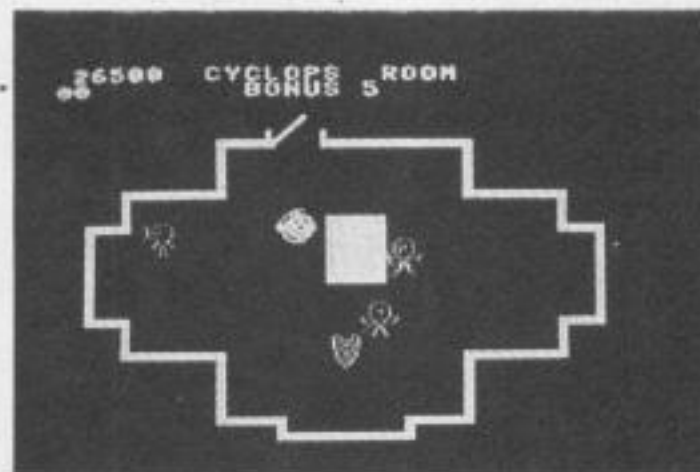
Turbo



VENTURE

74286 CBS Electronics £29.95
1,1v1 8 variations
ADVENTURE SHOOT 'EM UP

This is the first Adventure-type game to come from CBS Electronics for the Colecovision. It involves guiding a little character called Winky through a series of rooms – killing various creatures and picking up different treasures as you go. The graphics are good but the really striking thing about this game is the sound effects, in particular the music. A different tune is played for each room you enter which greatly adds to the game's entertainment value. □



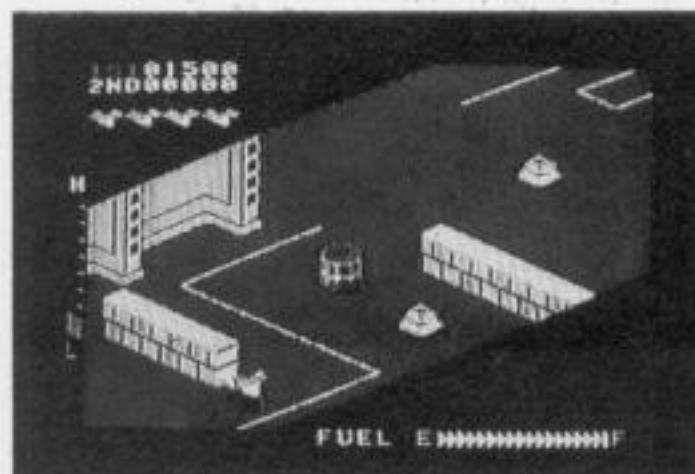
Venture

WIZARD OF WOR

COL74351 CBS Electronics £29.95
1,1+1 8 variations
SCI FI SHOOT 'EM UP

PREVIEW

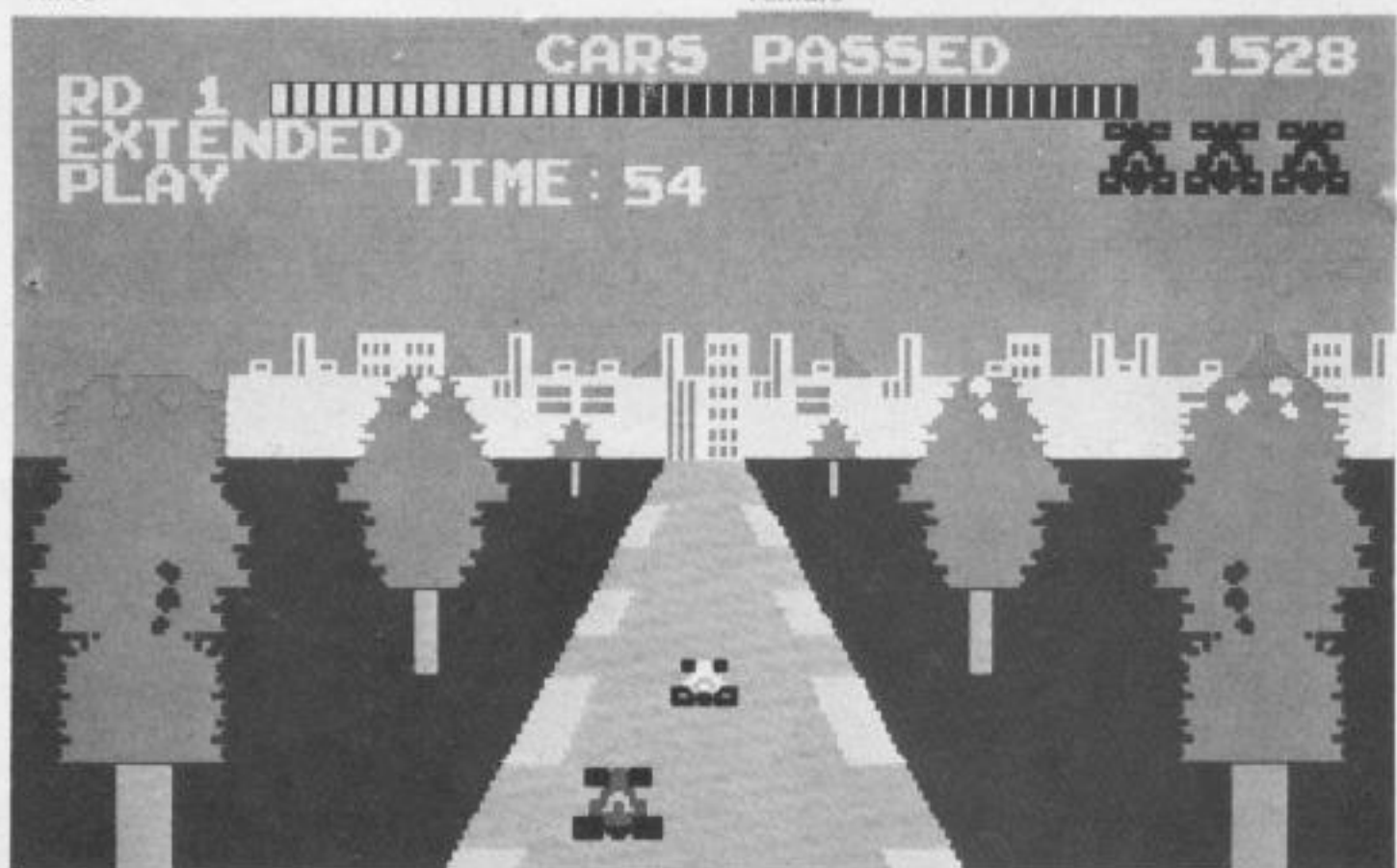
As with most of the games that CBS Electronics produce the game play is much the same as in both VCS and Intellivision versions but the graphics and sound are superior. The Coleco version is very faithful indeed to the arcade game. □

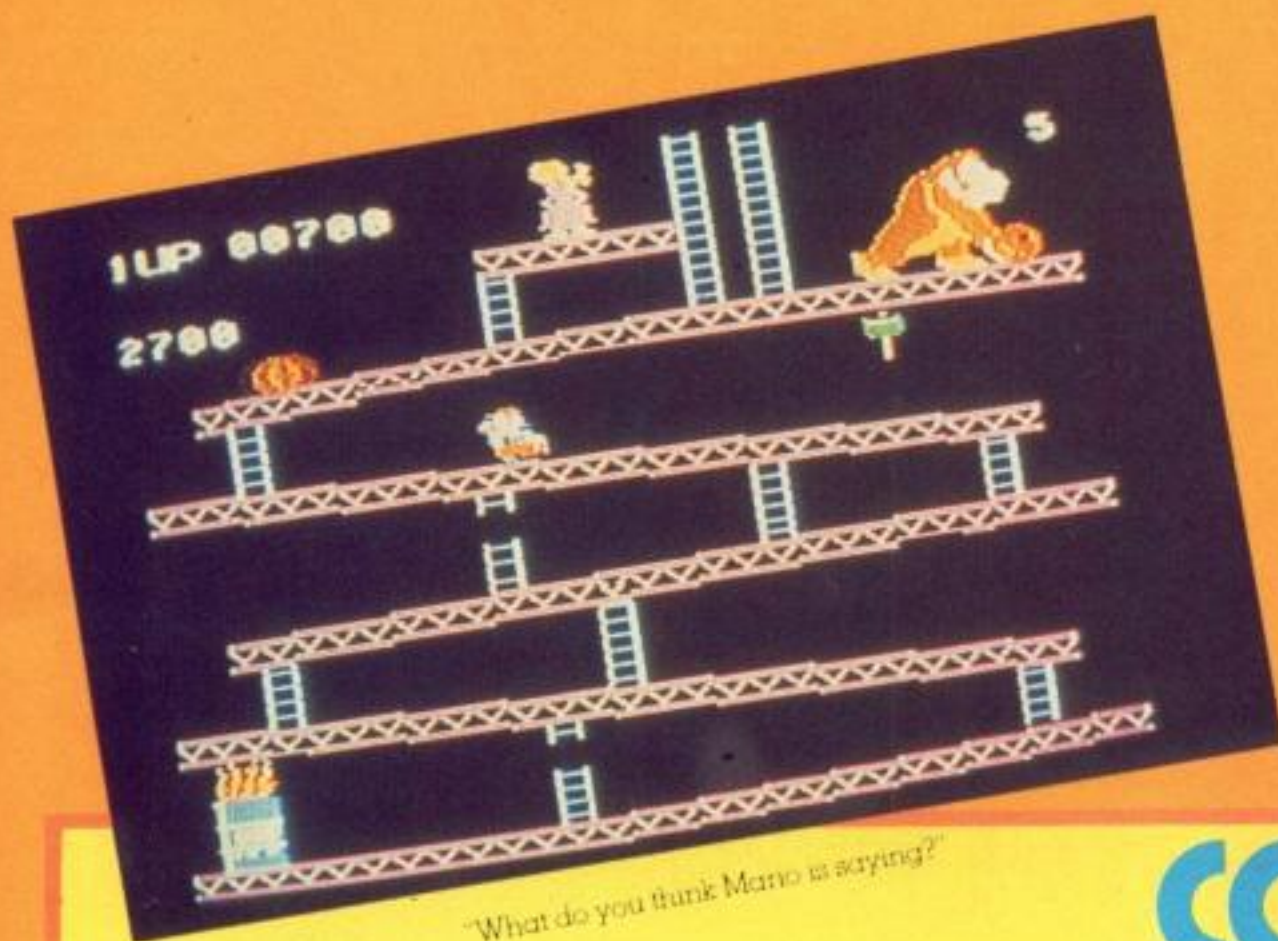


ZAXXON★

COL74278 CBS Electronics £29.95
1,1+1 8 variations
SCI FI SHOOT 'EM UP

This game is based on the popular coin-op by Sega. With control of a small Starfighter armed with a front laser, you must fly across a series of Space Platforms destroying all the installations as you go. After leaving each platform you have a brief flight in space and a space dog-fight with enemy fighters. This is the only game on the market that scrolls diagonally and Coleco really have made a convincing job of it. The graphics and sound are superb. All in all, this is about the best video game translation from arcade to home so far produced. □





COLECO COMPETITION

This could be your chance to win yourself a Coleco – complete with one of the first Atari adaptors in the country!

This powerful combination will give you the ability to play all of the Coleco's own cartridges, AND anything that will fit the Atari VCS – well over a hundred games! And there are prizes for four runners up, too. Consumer Electronics of Manchester are going to launch a range of Suncom controllers for the Atari during the autumn, and we've persuaded them to let us have one of each for prizes. But prizes like these shouldn't fall into the hands of just anybody, should they? They can only be properly appreciated by a *real* gamer, right? So that's who we are going to find. Not an easy competition like we had in our first issue, but a toughie designed to separate the players from the talkers.

Below are ten clues to items mentioned in this edition of TV Gamer. The item may be in an editorial section or in an advertisement, and the answer we want in each case is the number of the page to which the clue refers. Clues will only refer to the prize itself or to games that can be played on it. The entry form is on page 63. Off you go, and may the best gamer win!



Prizes to be won.

1st Prize

A CBS/Colecovision console and module one; the Atari adaptor.
Retail value – over £200

2nd Prize

A Suncom Joy-Sensor Controller.
Retail value – £29.95

3rd Prize

A Suncom TAC 2 Controller.
Retail value – £18.95

4th Prize

A Suncom Starfighter Controller.
Retail value – £13.95

5th Prize

A Suncom Slik Stik Controller.
Retail value – £9.95

All these controllers fit the VCS, and some small computers. For a full description, see the Controllers and Accessories feature on page 5. A complete run down to the Colecovision console and the Atari adaptor is in the Coleco hardware review on page 12.

The clues

- 1 One of the games on this cartridge is the American for 21.
- 2 Score a goal and it's fireworks for you!
- 3 Find out why the chicken crossed the road.
- 4 The only game that scrolls from corner to corner.
- 5 Two is already here, one comes next, to be followed by three. Where's three?
- 6 There's two versions of this game now, one apparently more real than the other. You want the one with the reference to James Bond.
- 7 You'll have to go a long, long way to find a better system, according to this advertiser.
- 8 She's just amazing, like her boyfriend before her.
- 9 These Knights are fighting in a cleared space a long time ago in a Galaxy far, far away.
- 10 You could play this without the extra bit plugged in, but keep your eyes on the Ducks.

The tie breaker: In the event of more than one set of correct answers arriving at the TV Gamer Office, prizes will be awarded to the entrants who have given the most *amusing* answers to the following teaser. Here is a scene from Donkey Kong. All you have to do is tell us what Mario might be saying. Keep his comment short and witty.

Allowance will be made for age, and the Editor's decision will be final.

The Rules

- 1 The top prize of a Coleco plus an Atari adaptor will be awarded to the entrant who finds the correct answers to the ten clues. In the event of a tie, the prize will go to the entrant giving, in the Editor's opinion, the most amusing answer to the tie breaker.
- 2 The top prize is UK TV standard and, though entries will be accepted from any country, servicing cannot be guaranteed outside the British Isles.
- 3 Entries must be received by November 30th 1983. Winners will be advised by post and the results will be announced in the spring issue of TV Gamer.
- 4 Entries will only be accepted on forms cut from TV Gamer. Photocopies are not acceptable.



ATARI

The most popular video game in the world

Atari 2600 (VCS)

Available: now Price: £89

The first of the video games to offer sound, colour and interchangeable games cartridges, the Atari VCS is

an electronic Wonder!

Few other electronic products first marketed in 1978 are still selling today. What then is the secret of the VCS's success?

In the early years it was one of the

best video systems on the market, but its popularity came mainly as a result of the good selection of games available. Then, three years ago, some of the Atari designers broke away to form separate companies making



ATARI²⁶⁰⁰

PHOENIX

ATARI²⁶⁰⁰

VANGUARD™



cartridges to fit the Atari console – a development both unprecedented and, at first, strongly resisted by Atari. After a while, however, an agreement was reached and then other designers joined in, too. Far from harming the Atari image, the 2600 system is now even more firmly established as the market leader.

Partly this is because of the greater range of cartridges available – partly too because the third party software producers – as these other companies are known – have found tricks and dodges to exploit the 2600 in ways the original designers could not have expected.

It's not all wine and roses though. Certainly, in the early days, the VCS was able to handle more memory than most of its competitors but it has since fallen behind products introduced more recently. However, cartridge designers have found ways round the problem. By using the latest techniques they have managed to double and sometimes even treble the capacity of the VCS. And several hardware companies are planning accessories designed to enhance the basic console still further.

Naturally Atari have never been complacent about the competition. Indeed, they demonstrated several new games consoles before deciding on a successor to the VCS, called the 5200. Unfortunately the product hasn't done well in the US and, in early July, it was decided not to bring

it to this country. But there will be a new range of small computers and we've heard hints of an adaptor that will enable them to play VCS cartridges. Other developments include the typewriter keyboard and the excellent Supercharger, which is given an in-depth coverage on page 60. In fact, there are so many new controllers from Atari and other companies that we have decided to put them together in a Consumer Guide on page 7.

Another of the rumours going around the video game grapevine concerns a 'memory expander' accessory that would increase the VCS's memory up to a fantastic 128K. It's enough to make your mind

boggle when you realise it started life with only a humble 4K. But that is some way in the future – probably another year, at least. Besides, no one has written a game that uses that size memory – yet. Atari also have plans for the ultimate in controllers – one of their games available in the US is voice-controlled. But again, it could be a while before it is seen here.

One development you may see around though is the Atari VCS console with only four switches instead of the usual six. In other respects these are identical to the usual VCS's, the only change is that the difficulty switches have been moved to the back.



● All games use joysticks except where noted. Paddles give you horizontal control only, whereas joysticks allow movement all over the screen. Both joysticks and paddles come with the Atari console.

ACTION FORCE **NEW!**

931511 Parker £27.95
1,1+1,2,3 12 variations
COMBAT SHOOT 'EM UP

This game was to have been titled Action Man but was retitled due to the fact that the smaller Action Force figures are currently more popular than Action Man. The general idea is to protect the soldiers from the giant cobra's lasers and bombs while, at the same time, trying to blast the snake with your anti-giant cobra gun. Paddles control both the gun and the shields with which you protect the troops. Two people can operate two separate shields and guns while a third can, in some variations, take control of the cobra. This is certainly an unusual game with some nice graphic touches, especially the cobra itself. It's certainly well worth a look. □

ADVENTURE

CX2613 Atari £18.95
1 3 variations
VCS ADVENTURE

Based loosely on Dungeons & Dragons (the board game, not the Intellivision game) the idea is to retrieve the Magical Chalice from the clutches of the three evil dragons, Grindle, Yordle and Rhindle. To do this you must work your way through mazes, catacombs and the Black and White Kingdoms, to pick up the objects that will help you retrieve the Chalice and put it in its rightful place in the Gold Kingdom.

This game is arguably one of the best role-playing games to come from Atari. □

AIR SEA BATTLE

CX2602 Atari £19.95
1,2,1v1 27 variations
COMBAT

Opens with a 'shooting gallery' sequence, where you fire at planes and ducks. This cartridge also includes straightforward plane vs sub variations for two players. All in all a value for money game. □

AMIDAR

931504 Parker Brothers £29.95
1,1+1 6 variations
MAZE

This is definitely a game with a very weird theme. The idea is to move your

gorilla around a maze painting the squares around you as you go, whilst avoiding pygmy guards. The guards turn into chickens if you paint into all four corners. If you survive the first wave, you become a paint roller and the guards become pigs. Well, we did say it was weird. □

ASTEROIDS

CX2649 Atari £24.99
1,1+1 66 variations
SCI FI SHOOT 'EM UP

One of Atari's all time best sellers and one of the first to use an 8k ROM instead of the conventional 2k or 4k.

The game play is very similar to the enormously successful coin-op original. However, the graphics and sound, although quite good, are not up to coin-op standards.

This is because the arcade game uses a different type of screen and a different graphics process called Vectorscan (although Atari use the name Quadrascan for some reason). It's you vs an Asteroid field and a bunch of satellites and UFOs (nicknamed Wally and Beaver by the Atari Programmers). In short a very nice game but devoted fans of the coin-op may be better off with a Vectrex. □

ASSAULT **NEW!**

CA281 BOMB £21.95
1 single game
SCI FI SHOOT 'EM UP

BOMB are to be congratulated for this game which really is very exciting. It is odd that a company capable of a game like this can possibly be responsible for something as tatty as Great Escape. The game is a cross between Space Cavern and Demon Attack. You have to destroy swooping bird-like aliens that are attacking your laser base. However the Assault aliens are craftier than those in Demon Attack because they can drop dangerous fireballs on the ground. As a counter-measure you are given a laser base that, as well as firing upwards, also fires sideways. The graphics are quite well done, better than those in Demon Attack. All in all a very good game. □

ATLANTIS

1A3203 Imagic £27.95
1,2 4 variations
SCI FI SHOOT 'EM UP

You have now been appointed Head of Atlantean Defence and your mission, should you choose to accept it, is to keep this fabled lost city from being destroyed by the treacherous Gorgons. Your armaments consist of three high powered laser cannons all aimed at the top centre of the screen. The Gorgon craft make several overhead passes

before they're low enough to use their pile-driver laser to destroy a part of the great underwater city. This is one of the few games around that has a direct sequel continuing the story, so you can find out what happens to the small band of survivors who escape in the saucer at the end of the game (see Cosmic Ark). □

BACKGAMMON

CX2617 Atari £18.95
1,1v1 8 levels
CLASSIC

A reasonable version of the popular board game with a fairly challenging one player version. □

BARNSTORMING

AX013 Activision £24.95
1 4 variations
SKILL

The title doesn't mean much on this side of the Atlantic, but in fact the term barnstorming refers to the early American pilots who flew their bi-planes in the 1920s. They used to fly around the country and land at a farm, offering the family free rides in return for a night's lodging in their barn - hence the term barnstorming. The game itself requires the gamer to fly over weather vanes and through barns, avoiding collisions with them and with the flocks of birds that fly overhead. You must fly through a specified number of barns (that varies according to the game variation). Some very nice graphics are used, but the game could perhaps become boring after a while. □

BASIC MATHS

CX2661 Atari £14.95
8 variations
EDUCATIONAL

In this game a problem is displayed on the screen for you to solve. After answering ten problems, you are given your score. An early game now showing its age. Replaced by Math Gran Prix. □

BASIC PROGRAMMING

CX2620 Atari £18.95
1 single game
needs keyboards £13.95
EDUCATIONAL

This cartridge is designed to teach you the rudiments of computer programming in BASIC (Beginners All-purpose Symbolic Instruction Code). But put together the price of the cartridge and the controllers and you could almost buy a computer designed specially for the job. □

BASKETBALL

CX2624 Atari £14.99
 1,1v1 2 variations
SPORT

One of the first games to introduce a playing court with a 3-D perspective view. There are only two competitors to a court – you can play against an opponent or the computer. □

BERZERK

CX2650 Atari £29.99
 1 12 variations
MAZE SHOOT 'EM UP

Based on the popular arcade game by Stern Electronics. The idea is to work your way through as many of the simple mazes as you can before the robots that inhabit them shoot you down or drive you into a maze wall, either of which will prove lethal. You are armed with a laser and to score points you must shoot down the robot guards that stand in your path. That sounds easy, but you are only given limited time before Evil Otto (a sort of rogue Pac-Man) comes bouncing in to squash you flat. Don't let his smiling face fool you – he's quite a formidable opponent as he can bounce over walls and is impervious to your Laser fire. All in all a very good game and quite a successful coin-op/VCS translation. □

BOWLING

CX2628 Atari £18.95
 1,1+1 6 variations
SPORT

Among the best of the early sport simulations to come from Atari, Bowling requires concentration and skill to get a clear round of full strikes. □

BOXING

AG022 Activision £13.95
 1,1v1 2 variations
SPORT

This game simply involves thumping your computerised adversary 99 times before he does the same to you. The screen gives you a birds-eye view of the ring and the boxers are animated quite successfully. □

BRAIN GAMES

CX2664 Atari £24.95
 1,1+1 19 variations
 needs keyboards £13.95
CLASSIC

This cartridge brings together a selection of 'Simon' type copy-cat games designed to test your powers of memory. For the price of the game and controllers, you'd be advised to buy a purpose made toy. □

BREAKOUT

CX2622 Atari £18.95
 1,1+1 12 variations paddles
SKILL

The second ever video arcade game and a direct descendant from Pong, the Bat 'n' Ball tennis game that became so popular in the mid 70s. The aim of Breakout is to knock a hole in the brick wall at the top of the screen. This has since been withdrawn and replaced with an improved version – Super Breakout – but some may still be on sale. □

BRIDGE

AX013 Activision £24.95
 1 7 variations
CLASSIC

A card game not normally transferred to the screen – quite surprisingly, as it's probably a more popular game than Othello. Maybe it's just that not many programmers know how to play bridge. □

CARNIVAL

COL75309 CBS Electronics £29.95
 1,1+1 2 variations
SHOOT 'EM UP

A nice change from the space shoot 'em ups. Set in a fairground shooting gallery, you are taking pot-shot at duck and rabbit targets whilst keeping an eye on the amount of ammo you have left. If you let the ducks get too low they will come to life and swoop down to eat up some of your gun pellets. The VCS version does not have the bear

sequence of the Intellivision and Colecovision versions, but it does seem to have better graphics than the Intellivision. A faithful representation of the Arcade hit by Sega/Gremlin. □

CASINO

CX2652 Atari £18.95
 1,1v3,1v1 4 variations paddles
CLASSIC

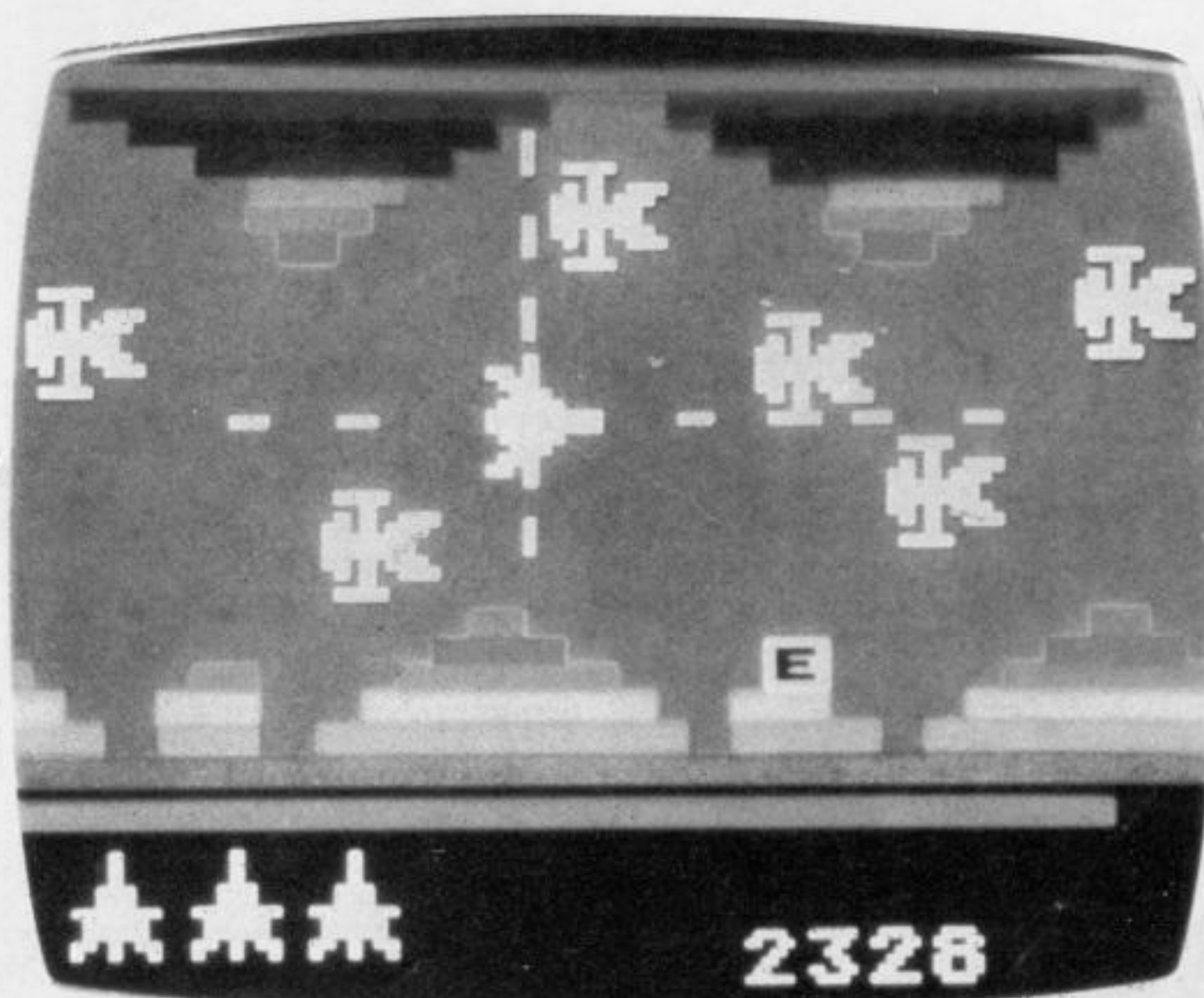
Several card games are featured in this cartridge, including both poker and blackjack (American for pontoon or 21). A reasonable attempt at a game transfer but it would be far cheaper to buy a pack of cards and invite a friend round. □

CENTIPEDE

CX2676 Atari £29.99
 1 2 games 5 variations
SCI FI SHOOT 'EM UP

Not a game for people with a dislike of creepy crawlies. To confound any sexist ideas on this subject, you might like to know that the original coin-op (on which the game is based) was designed by Dona Bailey, one of Atari's female programmers. The scene is a black screen dominated by little colourful mushrooms. You are at the bottom in the shape of a Bug-Blaster which has the freedom of the lower half of the screen. Now comes the Centipede itself, which scampers down the screen. You must blast all its sections along with the mushrooms, spiders, fleas, snails etc.

A good old fashioned shoot 'em up with a novel twist to it. Very pleasing graphics and sound, which are both very similar to the coin-op. □



Centipede

CHINA SYNDROME

Spectravision £19.95
1 4 variations
SKILL

Loosely based on the film in which a nuclear reactor goes out of control. It's now up to you to control the reactor through its nine levels down to the core. As in Reactor you are given a robot which you must use to destroy all the dangerous radioactive particles that escape. One of the nice features of this game is a little control panel that shows the radiation level in each of three sectors on the screen. If you get above a certain level of radiation then MELTDOWN begins - and you lose. □

CHOPPER COMMAND



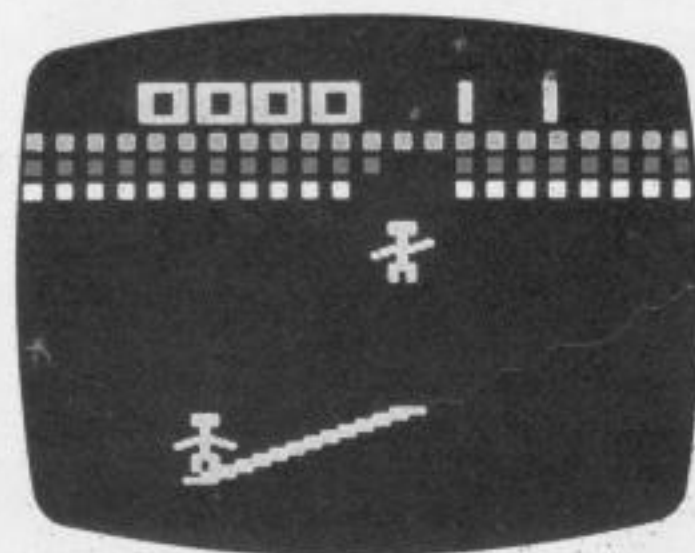
AX015 Activision £24.95
1,1+1 4 variations
COMBAT SHOOT 'EM UP

The idea of this game is to guide your helicopter through the scrolling scenery destroying enemy 'copters and planes which are out to bomb the convoy of medical supply trucks that are trundling along below. You have total control over your Chopper. The game overall is so similar to Defender that fans of Defender should find it very appealing. The graphics and sound are of the usual high standard that has become the norm for Activision. □

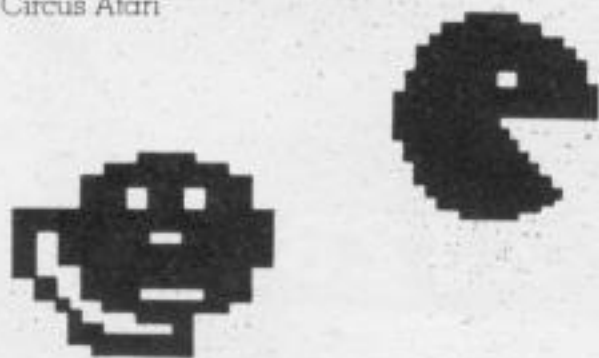
CIRCUS ATARI

CX2630 Atari £19.99
1,1+1 8 variations paddles
SKILL

The aim of this game is to bounce a clown from your teeter board high enough to burst the stream of balloons at the top of the screen. One of the best games using paddles. □



Circus Atari



CODEBREAKER

CX2643 Atari £18.95
1,1v1 20 variations
needs keyboards £13.95
CLASSIC

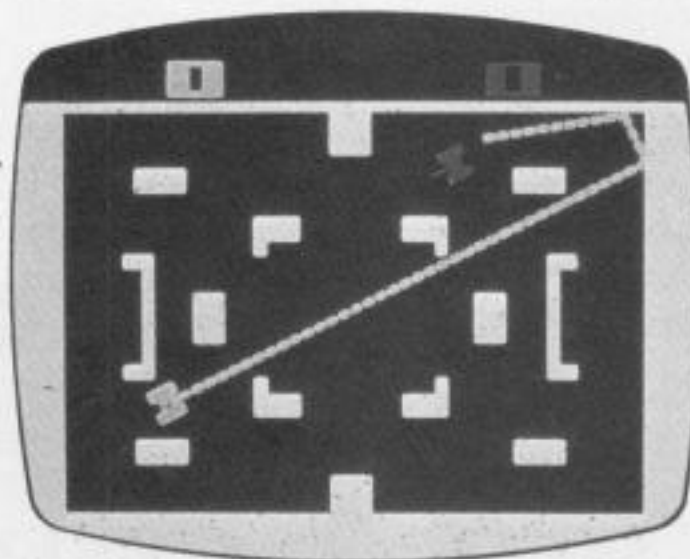
A version of Mastermind, the board game, but using numbers rather than colours. Definitely not the most original game that Atari has ever produced, but many people should enjoy this brain teaser. □

COMBAT

CX2601 Atari £14.95
1v1 27 variations
COMBAT

This is the cartridge that comes with the console. It has 27 games each involving shooting down tanks, bi-planes or jet fighters. With the tank games you have to hit your opponent as often as you can within a certain length of time (2 minutes 16 seconds to be exact). There are variations such as invisible tanks and guided missiles which are played in a number of different mazes. The jets and bi-planes also have changes of formation involving two against two or one against three planes. Initially the controls take some getting used to. But once these are mastered the game becomes a bit monotonous, which is not helped by the poor graphics. □

Sonya Bradford



Combat

COMMUNIST MUTANTS FROM SPACE

NEW!

AR4101 Starpath £15.95
requires Starpath Supercharger
£39.95
1,1+1,1+2,1+3 9 levels
SCI FI SHOOT 'EM UP

The first thing that strikes everyone about this game is the crazy name it has. Designer Steve Landrum, who dreamed up the idea, had originally thought of calling it Galactic Egg, which isn't nearly so bizarre. The game itself is a little like Galaxian. You are at the bottom of the screen and have to shoot

creatures that swoop down to get you. But there is an added complication in the shape of a moth who lays new eggs at the top of the screen to replace the ones you have already zapped. Only by shooting her will you be able to finish off the wave. One of the nice things about this game, apart from the graphics and sound, is the wide selection of gameplay - up to four people can play at a time. In addition, you are given a number of different play options within the nine levels such as shields, time warps, penetrating shots etc, so the game variations are limitless. If fast Sci Fi shoot 'em ups are your thing then this game is a must. □



CONCENTRATION

CX2642 Atari £18.95
1,1+1 8 variations
needs keyboards £13.95
CLASSIC

Formerly known as Hunt & Score, the name of this game changed in 1981 so you just might come across some old stock somewhere. It's based on the old memory game Pair, in which you match up hidden objects. □

COOKIE MONSTER MUNCH

NEW!

CX26102 Atari £29.95
1,1+1 9 variations
CHILDREN
requires children's controller or
Star Raiders touch pad

For those who don't know, the Cookie Monster is a character from the long-running TV series Sesame Street. The idea of the game is to guide the Cookie Monster through a maze while picking up cookies and dropping them into his cookie jar one at a time. Once you've collected all the biscuits, the screen changes and you have to count with the Cookie Monster as he eats them one by one. Understandably very young children seem to find this game the most enjoyable, though all who are familiar with Sesame Street will probably find it amusing. □

COSMIC ARK



1A3204 Imagic £27.95
1,2 6 variations
SCI FI SHOOT 'EM UP

This is the sequel to Atlantis (see separate review). The small group of survivors that escaped a watery grave in Atlantis have built a larger saucer,

the Cosmic Ark, which is currently stopping off at various planets. Its mission is to pick up two of each kind of alien life form before deadly laser turrets zap it.

There are two phases to this game. First is the 'in-flight' mode in which you have to blast meteors that are heading for your ship, using the four laser cannons you have. If you successfully blast all the rocks then you can move on to the second phase (the Orbit mode). This is where the original saucer makes an appearance. It is used to pick up the aliens via a Tractor Beam which gives off a sound rather like the transporter in Star Trek. Once you've beamed up both aliens you can return to the Ark and then you will be whisked off to another 'in flight' phase and so on. Rob Fulop has left an opening for a third game in the series as the little shuttle shoots off again at the end of play. □

COSMIC CREEPS

TEA1003 Telesys £27.95
1 single game
SCI FI SHOOT 'EM UP

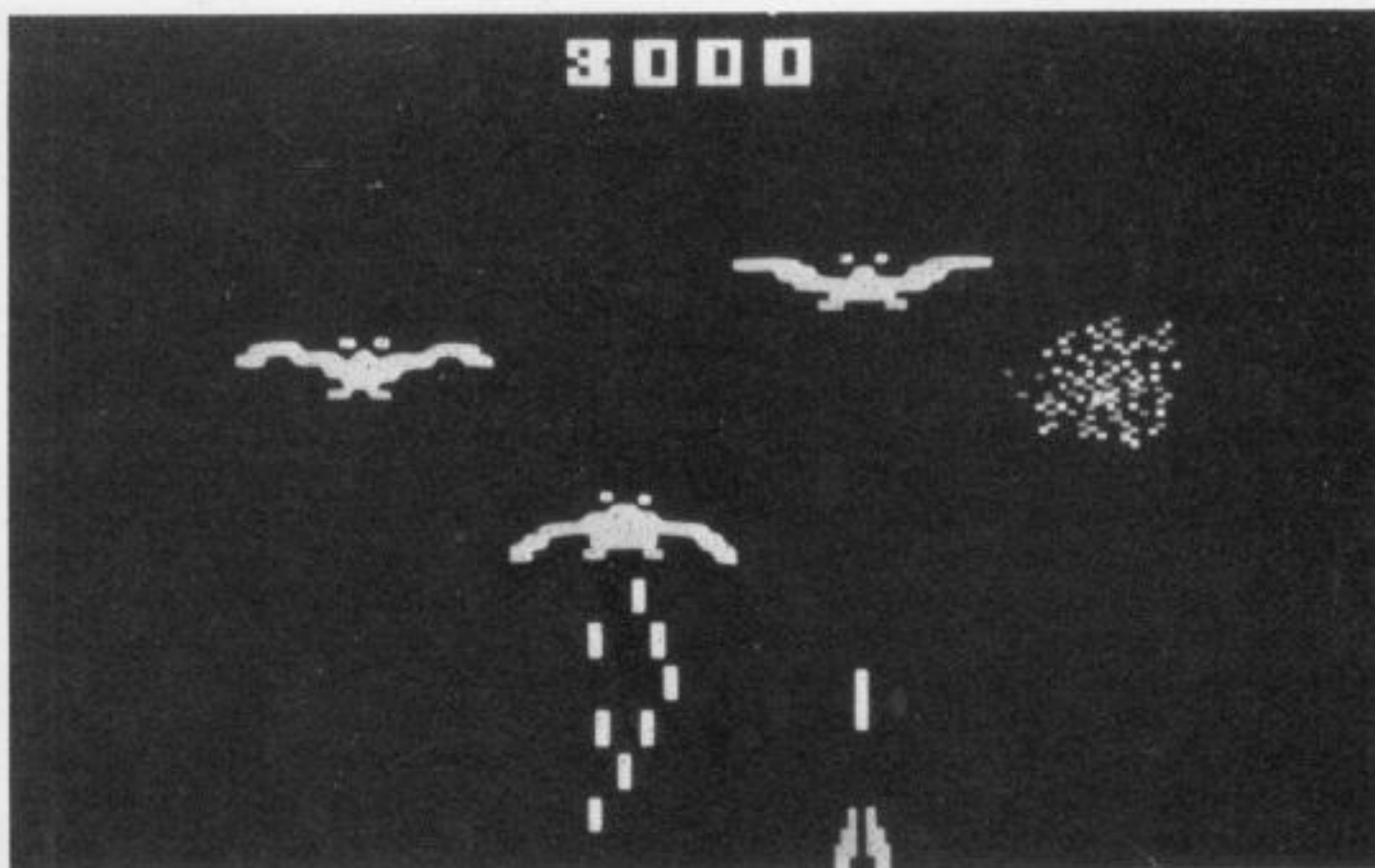
For a change here's a space game that hasn't lost its sense of humour. In this game you are an Orbinaut and your first task is to get from the planet at the bottom of the screen to the space station at the top. En route you must avoid red plasma and the Space Skeeters, which when bumped into will send you tumbling into space. If you do make it to the space station you gain control of it. You can then move the station left and right and fire the space station's weapon, the Bopper.

Now comes your second task, the rescue. A Cosmic Kid will start his escape from the bottom left-hand corner with a couple of Cosmic Creeps hot on his heels. It's up to you to bop the Creeps so the Kid can escape. While you're doing this, the planet at the bottom of the screen is getting lower and lower. If it sinks below the screen before you reach 5000 points it's the end of the game. However, if you do manage it then you go onto a tougher planet with faster Creeps. A nice use of graphics and sound on this entertaining space game. □

CROSS FORCE

SA203 Spectravision £19.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP

Cross Force is a shoot 'em up with a difference. Instead of having one ship on screen you have two - one top, one bottom. Your laser fire comes from both ships so that you have a laser wall. With this weapon you must destroy all the aliens that are being deposited by the Mothership (which you can't destroy). This game requires skill because, as the Cross Force laser system is in



Demon Attack

experimental stages, the laser will overheat if used too much. You are given a laser temperature gauge so that you are not left in the lurch. A good and worthwhile addition to any Space gamer's library. □

DEFENDER



CX2609 Atari £29.99
1,1+1 20 variations
SCI FI SHOOT 'EM UP

This game has been equally successful as a coin-op for Williams Electronics and as a VCS game for Atari. Atari programmer Bob Pularo had the awesome task of squeezing a 26k game controlled by a five button, one lever control panel into a 4k console and a joystick.

All your 'friends' are there to greet you, Landers, Mutants, Bombers, Pods, Swarms and Baiters along with your earthship Defender. Game play is quite complex and will take even a hardened space gamer quite a while to master fully. The graphics and sound do come reasonably close to the real thing.

Bearing in mind the limitations of both hardware and software Bob Pularo has done an incredibly good job with Defender. □

DEMON ATTACK



1A3200 Imagic £29.95
1,1+1,2 10 variations
SHOOT 'EM UP

This game was designed by Rob Fulop, the man responsible for Missile Command and Night Driver before he left Atari. The idea is to shoot as many of the flying demons as you possibly can before you lose all your Laser Bases. A nice, fast game with a genuine arcade feel about it. This game won the 1982 Game of the Year Award in America for its superior game play and graphics. □

DEMONS TO DIAMONDS

CX2615 Atari £19.99
2 6 variations paddles
SKILL

'A shooting gallery type of game with a twist' is the best way to describe this one. The idea is to shoot the demons that are the same colour as your gun. If you shoot one, it turns into a diamond which is worth more points. If you shoot a demon of the opposing colour it will turn into a skull which starts shooting at you. □

DODGE'EM

CX2637 Atari £18.95
1,1+1,1v1 3 variations
DRIVING MAZE

This game could have been an inspiration for Pac-Man. You have to run around a maze in a car, eating dots while being pursued by other cars. However it's more likely that Dodge 'em was inspired by another arcade game called Space Chaser. □

DONKEY KONG

COL75259 CBS Electronics £29.95
1 1 variation
CLIMBING

A game that is fast overtaking Pac-Man in popularity in the USA at the moment. The idea is to guide little Mario up the girders so that he may rescue his girlfriend from the clutches of Kong. However, Kong isn't going to go out of his way to help you. In fact he seems to be a bit against the idea as he is rolling barrels down towards you - you have to jump over them.

Obviously the game is by no means as complex as the Coleco version graphically but possibly superior to the Intellivision version. □

DRAGONFIRE

1A3611 Imagic £27.95
1,1+1 4 variations
ADVENTURE

This adventure game has two main phases. First you have to run along the drawbridge ducking and jumping flaming arrows. Once past the drawbridge, you enter a room containing treasure as well as an evil Dragon which can kill you with one puff.

Once you've collected all the treasure a door appears, opening onto another drawbridge which leads to a further treasure room. A great cartridge, featuring good graphics, sound and play value. □

DRAGSTER

AG001 Activision £13.95
1,1+1 2 variations
DRIVING

This is one of the better early games from Activision. With four gears and a tachometer, you have to beat your opponent along a set distance. Although not remarkable, the graphics are serviceable and assist to make quite a pleasing game. □

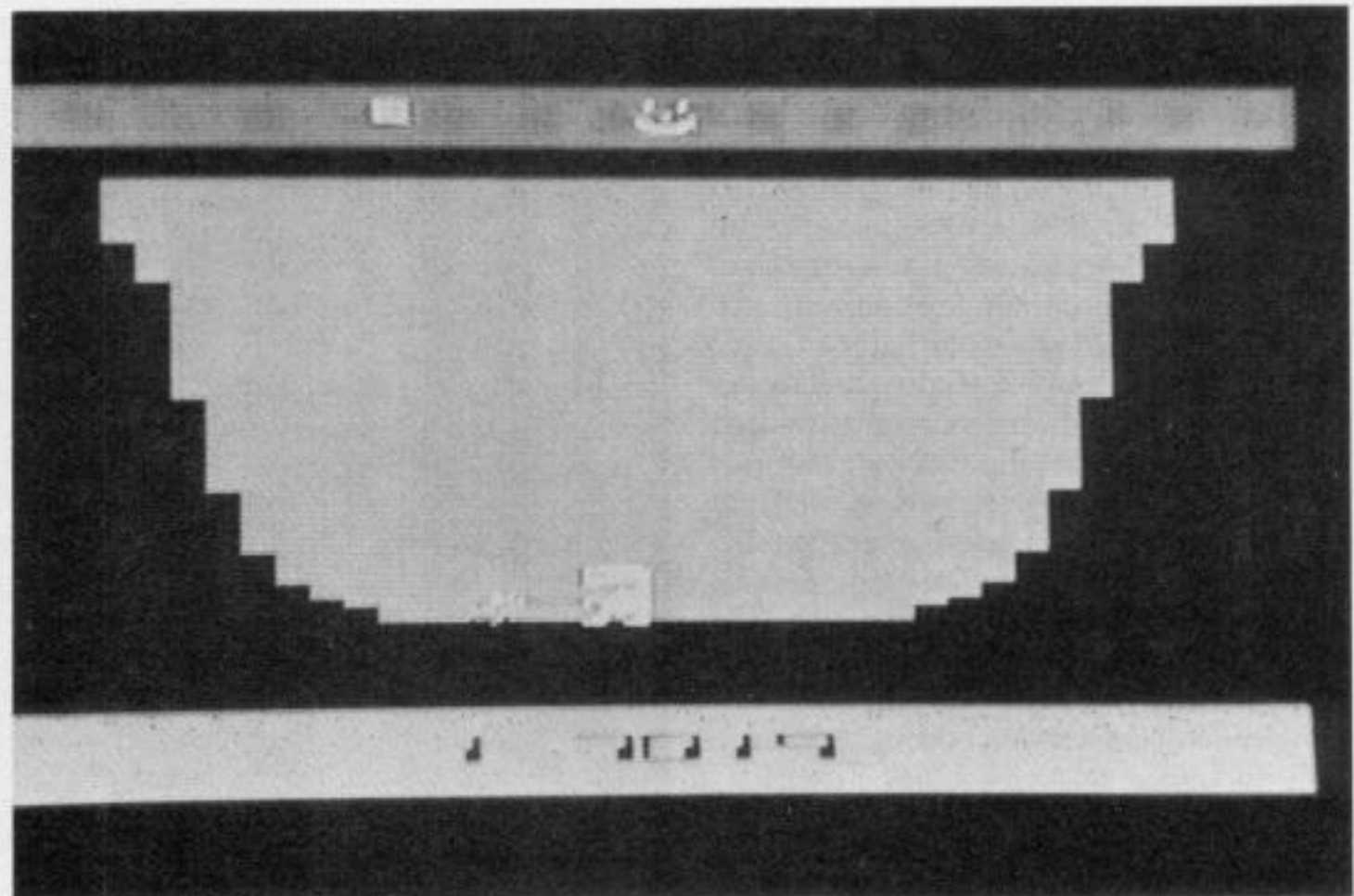
DRAGONSTOMPER

AR4400 Starpath £19.95
1 single game
ADVENTURE
requires Starpath Supercharg
£39.95

This is the only traditional Adventure game to come from Starpath for the Supercharger. One of the most striking things about it is the fact that, as well as using graphics in the usual way, it also has text which informs you of what is happening and tells you what you have in your possession.

The first load of this 'Multi-Load Game' puts you in a countryside which is riddled with trees and swamps and pits and castles. You have to travel round this scrolling area fighting off several different types of creature. Some will give you useful objects and some won't. Once you've picked up everything you need you can go for the bridge. There you must hand over your ID or 600 gold pieces (it's best to give up the ID if you can find it).

Next comes the second load which puts you in the oppressed village where you must buy provisions at the store, medicines from the hospital and spells from the magic shop. Then, after recruiting some help, you enter the dragon's cave. This is chocablock with all manner of booby traps and other assorted nasties. Eventually you come up against the dragon who has stolen the magic amulet. The choice is either to slay him or steal the amulet and rehabilitate the dragon.



E.T. The Extra Terrestrial

On Dragonstomper the Supercharger definitely comes into its own. Starpath should concentrate more on this kind of game and not on single screen skill games which companies like Atari are so much better at. All the Adventure gamers who played this cartridge found it challenging, fun, and humorous in places. The combination of text and graphics makes the game both realistic and easy to understand. If you're an Adventure gamer then this one is for you. □

ESCAPE FROM THE MINDMASTER

AR4200 Starpath £19.95
1 single game
ADVENTURE
requires Starpath Supercharger
£39.95

You have been captured by the Mindmaster who has dropped you into a series of mazes. You are given two views of these, the main one a 3D type view depicting what you would see if you were walking through the maze – the graphics here are really good. The second one is a birds-eye view which resembles the display on ordinary maze games.

You have to find your way through each maze while picking up different shaped objects and putting them into the correct holes. Also you must avoid an alien that has been put into the maze in order to catch you out.

Only once you've put all the shapes into all the holes (there are five to a maze) can you walk up the staircase to the next level and the next maze which is more complicated and has trickier shapes to find. In all you have six mazes to get through and each has a separate skill test which, if you're good, will boost your score and save the human race from humiliation. At the end of the game

you are given a score and an assessment of how well (or how badly) you did.

'The Mindmaster deems you to be quaint!' and 'The Mindmaster deems you to be promising!' are two of the possible results. This game is a first class piece of software for the VCS and one very strongly recommended. □

E.T. THE EXTRA TERRESTIAL

CX2674 Atari £29.99
1 3 variations
MOVIE TIE-IN ADVENTURE

A game based on that lovable little character from the smash hit film E.T. Despite the fact that it was designed with the help of director Steven Spielberg, it isn't up to much. The game is set in the green woodlands that appear at the beginning of the film. However, this particular wood should be closed off to the public because it is literally riddled with potholes, as many as eight to a screen. Dropped into the potholes are three pieces of phone. E.T. must collect all three pieces, find the space ship zone and phone home. He then has about fifteen seconds to get to the forest and find the landing site so that his ship can pick him up. Whilst this is going on an FBI agent and a Doctor are after him, but he can get help from good ol' Elliot, dressed in the blue jeans and stripy jumper that he never wore in the film. Adventure buffs will probably cringe at this game as will older E.T. fans, but younger gamers seem to enjoy it. □

FAST FOOD

TEA1002 Telesys £27.95
1 single game
SKILL

Telesys seem to specialise in out-of-the ordinary games, and this one is no

exception. Fast Food involves you steering a big red mouth around the screen gobbling up hamburgers, hot dogs, milk shakes etc. for points (which correspond to their calorie value). But there is a catch. At all costs you must avoid eating red pickles as they cause indigestion and, if you eat more than five, you burp to death! A fast game with good graphics. □

FIREBALL

NEW!

AR4300 Starpath £15.95
requires Starpath Supercharger
£39.95
1,1+1 5 games
SKILL

Basically Fireball is a collection of Breakout-type games featuring better graphics and more complicated play. And, the Supercharger's extra memory makes it the best game of this kind.

The traditional bat has been replaced by a little man who has the ability to both catch and throw the fireballs that he uses to knock holes in the walls. There are five different games on this cassette; Firetrap, Marching Blocks, Knock A Block, Migrating Blocks and Cascade. All are very similar to other Breakout games but designed more stylishly and with a bit more humour. This is certainly not one of the best games TV Gamer has tried for the Supercharger and it is not worth paying the initial outlay for the 'charger on its own. Nevertheless, a challenging and entertaining addition to anyone's game cassette library. □

FIRE FIGHTER

1A3400 Imagic £22.95
1 9 variations
SKILL

Okay, Fire Chief, now's your chance to show everyone what a good firefighter you are. The idea is to douse the flames with your hose and to rescue the girl trapped in the tower block (which varies in height according to variation). You have limited water supplies (fire hydrants have not yet been invented) and a fire engine with an extendable ladder.

A pleasant game that is moderately challenging but the novelty may soon wear off and boredom could set in. □

FISHING DERBY

AG004 Activision £13.95
1,2 2 variations
SKILL

This is one of the first games Activision ever brought out in this country, and unfortunately it shows. The idea is to cast your line and catch as many fish as you can. The deeper you go the more points you get and the first player to get 99 points is the winner. Neither the

graphics nor the sound are up to much but it may interest armchair anglers. □

FREEWAY

AG009 Activision £18.95
1,2 8 variations
CHILDREN'S SKILL

Now you can find out for yourself why the chicken crossed the road, which in this game is a ten lane American freeway. The graphics and the sound make this game highly entertaining and good fun for everyone, not just the kids. □

FROGGER

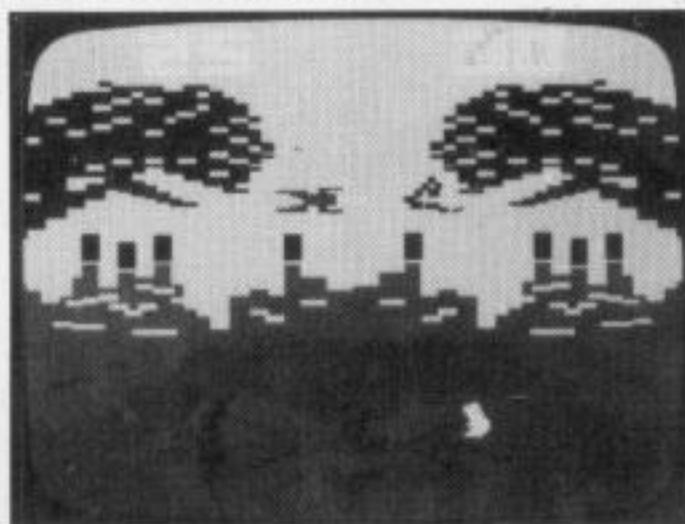
931402 Parker Brothers £29.95
1,1+1 6 variations
CHILDREN'S SKILL

Based on the popular arcade game by Sega. The idea is to get the Frog across the road and the river before your time runs out. Your path is riddled with such obstacles as Cars, Lorries, Snakes, Logs and the treacherous Crocodile that will rear its ugly head to swallow up your Frog. A nice game for fans of the arcade version, and for all those who like humorous games that are both easy to grasp yet remain challenging to the veteran. □

FROGS 'N' FLIES

5664 Mattel Electronics £9.95
2 single game
CHILDREN'S SKILL

This is the VCS version of Mattel's 1983 Intellivision release 'Frog Bog' and despite the differences in memory size the VCS game has much of the complexity of the Intellivision one. You're a frog who's looking for some nice juicy flies to eat. Sitting on another lily pad is another frog, which can be either human or computer controlled depending on the game variation. As flies pass by, you and your opponent must leap and catch them with your tongue and land safely on each other's pad. You control the length of leap with the joystick. Too much and you'll land in the water which will waste valuable scoring seconds. You have both day and night on this game. □



Frogs 'n' Flies

GALAXIAN

CX2684 Atari £29.99
1 single game
SCI FI SHOOT 'EM UP

A highly successful arcade game that has enjoyed long stretches at number two in both Replay and Play Meter magazines' coin-op chart. By game standards (where five years is ancient history) it is quite an old timer, a sort of follow up to Space Invaders. There are a batch of Alien Starships all in a rectilinear formation. They stay at the same height on the screen but smaller groups split off from the main group and swoop down toward your Battlestar Galactica type space ship at the bottom of the screen. Apart from that the game is basically a souped up, faster-paced version of Space Invaders. However the graphics are much better, and for those who are still great fans of the game it's a good game to upgrade to when even game 16 on S.I. is no real problem for you (see separate review). □

GANGSTER ALLEY

SA 201 Spectravision £19.95
1,1+1 4 variations
SHOOT 'EM UP

This is a shooting gallery game in which you have to shoot all the gangsters as they peep out of the windows. Nicely done but a bit boring after a while. □

GOLF

CX2634 Atari £14.95
1,1+1 9 holes
SPORT

As far as this particular reviewer is concerned the game of golf is both pointless and time consuming, so now, for all those would-be weekend golfers, here's a cartridge that's equally frustrating and maddening. The game consists of nine well designed holes that take you through just about every situation you're likely to meet on the green, including getting stuck in trees, bunkers etc. The worst bit about this game is the golfer and the positioning of the club which is quite complicated and resulted in this reviewer hitting the ball in the wrong direction. However, after a few weeks' practise (and a look at the fairly comprehensive instruction book) the game was mastered.

At £14.95 this cartridge is well worth the money – if only to see some of the ridiculous situations you can get yourself into. However, be warned, once mastered, the game can get dull, but then so can the real thing unless you're a pro making a living out of it. Anyway, the Atari game is a lot more enjoyable than traipsing around a wet golf course at some unearthly hour of a Sunday morning, isn't it? □

Matthew Willson

If you think Pac-Man^{*} is a tough act to follow, meet Ms. Pac-Man^{*}

Make no mistake, this little lady is a screen sensation. More dynamic, more talented than even Pac-Man himself (and he's the world's biggest selling video game ever). Ms. Pac-Man has just what it takes to be a video star. Graphics that are close to arcade quality. Four mazes to amaze you. She even hands out bonus points for audience participation. So visit your Atari[®] stockist and meet Ms. Pac-Man in person. She can't wait for you to give her a screen test.





GORF

COL75344 CBS Electronics £29.95
1 single game
SCI FI SHOOT 'EM UP

Based on the highly popular arcade coin-op by Bally/Midway, the people responsible for Galaxian and Pac-Man. This game starts off with you at the bottom of the screen being attacked by Space Invaders which have to be destroyed in the usual manner. Next you are confronted by a small batch of five spaceships, one of which fires long laser beams at you while the others dive bomb you. If you survive you go on to Warp Attack in which a group of TIE Fighters spiral towards you from what appears to be a black hole. Finally you come face to face with the flagship itself. This can only be destroyed by a burst of laser fire in exactly the right spot. If you succeed in all these tasks you start again on a higher skill level than before. Certainly a very challenging game which, like all other Coleco games, is available on Intellivision and Colecovision formats as well. □

GRAND PRIX

AX014 Activision £24.95
1 4 variations
DRIVING

A racing car game, but, unlike Atari's Indy 500 where the whole race track is shown on the screen, on Grand Prix the screen scrolls from right to left showing the road flashing past you. The joystick button controls acceleration; pushing the joystick up or down controls movement in those directions; and pulling it to the left applies the brakes.

Good graphics are used here and care has been taken on the little details like the spinning of the cars' wheels. The sound is also above average. A must for all racing car gamers. □

GREAT ESCAPE **NEW!**

CA282 BOMB £21.95
1 single game
SCI FI SHOOT 'EM UP

No matter how good an idea is for a video game, a programmer's expertise can make or break it. In the case of this one the designer has definitely failed to come up with the goods. The idea is to fly horizontally or vertically, shooting just about everything in sight. However, the graphics are nowhere near as good as shown in the leaflet (which is unusual) and the actual control of the ship is very sluggish and clumsy, which makes the game no fun at all to play. Not one person TV Gamer showed this to liked it. Great Escape is, without doubt, one to avoid. □

HANGMAN

CX2662 Atari £14.95
1,1vl 9 variations
EDUCATIONAL

This is the video version of the game traditionally played on paper, and as nothing is added by being transferred to the screen it's poor value for money. □

HAUNTED HOUSE

CX2654 Atari £19.99
1 9 variations
ADVENTURE

Atari's follow-up to their highly innovative game Adventure is by comparison a little disappointing. The task at hand is to pick up three pieces of a Magic Urn and to get out alive before your nine lives are lost by being 'scared to death' by ghosts, tarantulas, bats, etc. □

HUMAN CANNONBALL

CX2627 Atari £14.95
1,1+1 16 variations
SKILL

As the name suggests, this is a game in which you must fire a man out of a fairground cannon and land him in the water tower. The angle of the cannon and the position of the tower can be altered slightly while the man is in the air. Quite nice graphics are used here. □

ICE HOCKEY

AX012 Activision £24.95
1,1vl 4 variations
SPORT

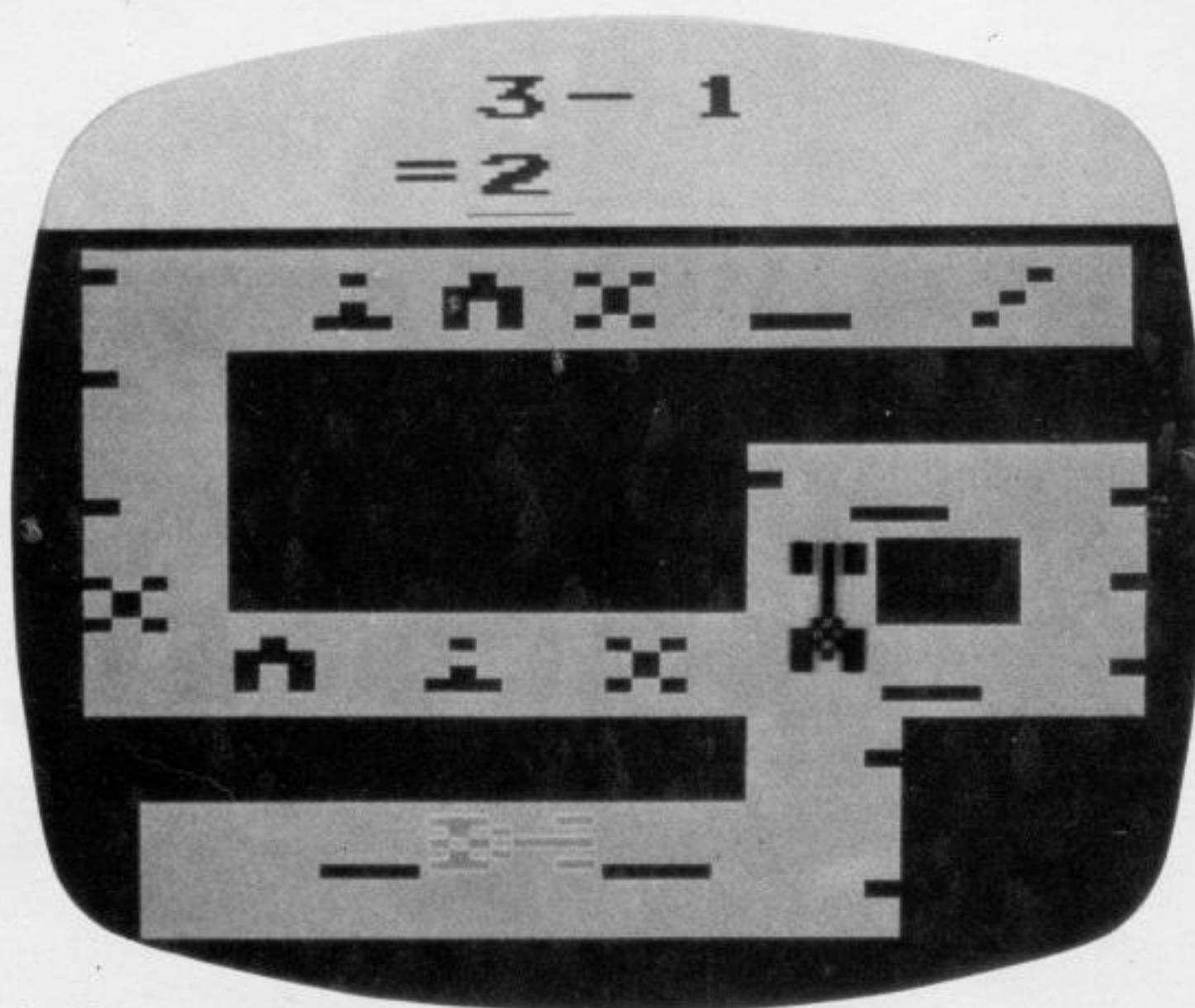
Activision seem to have taken so much trouble to obtain a high standard of both graphics and sound that they have overlooked the qualities of the game itself. Ice hockey fans may like it but we found the VCS version far weaker than the Intellivision (see separate review). □

INDY 500

CX2611 Atari £24.99
1,1vl 4 variations
DRIVING

This was one of the first games out and at the time cost over £40.00 because it includes its own custom controller. This is a refined paddle, rather than the steering wheel you get with Coleco Turbo. The idea of the game is to drive around a race track in a faster time than your opponents (one human and the rest computer). There are, however, some nice variations on this game such as 'crash 'n score' in which you must be the first to collide with one of the grids of a square.

At a price of £29.95 this represents a good purchase. □



Grand Prix

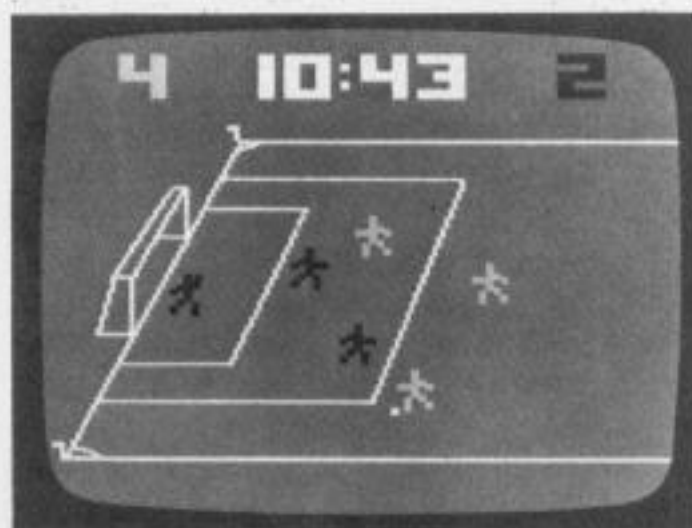


INTERNATIONAL SOCCER **PREVIEW**

5687 Mattel Electronics £9.95
2 single game
SPORT

As the name suggests this is a video version of football which sets out to better Atari's Pele Soccer.

As in Pele soccer the screen scrolls vertically instead of being a bird's eye view with Lego-like players. The players are seen in greater detail than on Pele. In short if you fancy a bit of video soccer then go for this one – not only is it better than the Atari version but at a tenner it's also a lot cheaper. □



JUNGLE HUNT **NEW!**

CX2688 Atari £24.95
1,1+1
SKILL

This is based on Atari's coin-op of the same name. The game is in several phases. First you have to swing on vines to get across a section of scrolling screen. You then have to swim through a crocodile-infested river, killing crocs as you go and surfacing for air. Having survived that you have to get past a number of large and small boulders, some of which you must jump and some you must dodge. Next comes the ultimate objective when you must outwit the cannibal warrior in order to save the princess. Atari have made good use of the graphics and sound in this game. Whether or not it's faithful to the coin-op is difficult to say as TV Gamer haven't actually seen it yet. If you have seen both and can compare them then why not write in with your views? All in all, a good game with a nail-biting storyline. □

KABOOM

AG009 Activision £18.95
1,1+1 2 variations paddles
CATCH & SCORE

Larry Kaplan's first VCS game for Activision is on a 'cops and robbers' theme. A crook on top of the wall is busy throwing bombs which you must catch as they fall, using the three buckets of water you have been equipped with. To succeed, you need very quick reflexes.

The game is graphically exciting, including touches such as flames exploding from the top of the bombs.

KILLER SATELLITES

AR4103 Starpath £15.95
1,1+1 9 variations **NEW!**
SCI FI SHOOT 'EM UP
requires Starpath Supercharger
£39.95

This game is like a cross between Defender and Missile Command. The object is to fly across a horizontally scrolling screen, shooting down bombs as they fall towards skyscrapers on earth. This isn't as simple as it sounds, since you have to contend with a multitude of explosives. Not an easy game to get on with at first, but once you become more adept, you'll probably find it rather fun. Certainly worth investigating. □

LASERBLAST

AG008 Activision £18.95
1 4 variations
SCI FI SHOOT 'EM UP

A conventional 'shoot up' with a twist. This time your space-ship is the invader and you are being attacked by earthbound laser bases.

These laser bases come in groups of three and after a few seconds begin to fire at you, and pretty accurately too. Your ship can fire downwards in three directions – straight down and to the left or right. You are given three ships to start with, plus an additional one every 1000 points until you reach the maximum of seven in reserve. This is an excellent cartridge bearing in mind its age, and well worth its price. □

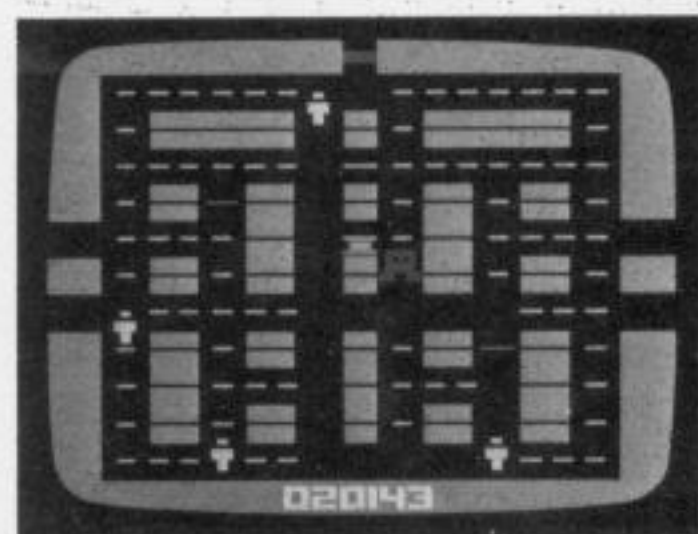


LOCK 'N' CHASE

5663 Mattel Electronics £12.95
1,1+1 single game **PREVIEW**
SKILL MAZE

This is the VCS version of the highly successful game released for Intellivision in 1982. It's basically a game of cops and robbers in which you're the robber and the cops are hot on your trail as you whizz round the maze picking up gold bars. To avoid being caught you can slam doors. However, once you've done that the door is closed to you as well, so you could trap yourself with one of the cops that you're trying to avoid.

A very nice variation on a Pac-Man type theme and one well done with some reasonable graphics and sound. Quite close to the original game both in playability and appearance. □



Lock 'N' Chase



LOST LUGGAGE

2004 Apollo £19.95
1,1+1 6 variations
CATCH 'N' SCORE

If you've ever been stuck in an airport arrivals lounge waiting for your case to come round on those carousels you'll like this game. The machine goes haywire throwing cases every which way and it's your job to catch them all. It sounds simple but it's not. The game requires fast thinking and quick reactions to avoid dropping a case. Once this happens, the case bounces open (along with all the others on screen) to display the owners' brightly coloured underwear. Good fun for the kids, but older gamers may prefer Kaboom. □

MATH GRAN PRIX

CX2658 Atari £14.99
1,2 9 variations
EDUCATIONAL

A maths test in a board game format, this involves two racing cars that overtake each other by solving simple maths problems. Certainly a lot more entertaining than its predecessor, Basic Maths. □

MAZE CRAZE

CX2635 Atari £19.99
1,1+1 16 variations
MAZE

Subtitled 'A game of Cops and Robbers' because the maze is supposed to represent a section of city streets where a few crooks are lurking. You have to either apprehend or avoid them depending on the game variation you have reached.

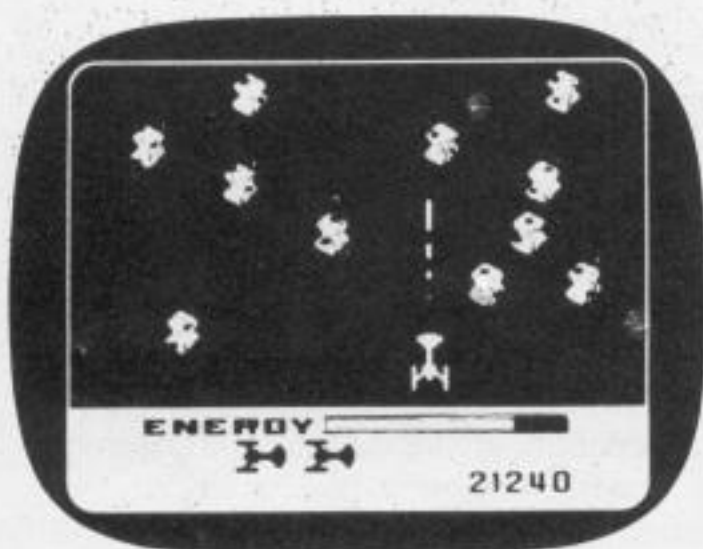
Despite the recent popularity of maze games, thanks to Pac-Man, Maze Craze seems to have been overlooked and what's more, underrated, as it is a highly enjoyable game which would appeal to all those who find Pac-Man a little tame.

MEGAMANIA

EAX017 Activision £29.95
1,1+1 4 variations
SPACE SHOOT 'EM UP

This game is in many respects very similar to the coin-op Astro Blaster. As usual Activision have taken a lot of care over the graphics and the sound. Apart from that it's more or less a straight-forward shoot 'em up with the exception of what you're shooting at. Instead of your spaceship firing at menacing Alien Starfighters, it is faced with demon dice, bow ties, cheeseburgers and car tyres. You are given limited fuel which can run out if you take too long to pick off an enemy wave.

The graphics are really very good indeed, especially when the ship disintegrates after being hit. A first rate space game from Activision. □



Megamania

MINIATURE GOLF

CX2626 Atari £14.95
1+1 9 holes
SPORT

An entertaining game in which you have to putt your way through a nine hole course avoiding the obstacles in your way. □

MISSILE CONTROL

2122 Video Gems £14.95
1 6 games
SCI FI SHOOT 'EM UP

NEW!

In many ways, this game is similar to Atari's Missile Command. Your mission is to protect six cities from the missiles that are fired at them and to do this you are given a missile laser base. Missile Control goes beyond the Atari version in that you must destroy alien spacecraft that hide behind force shields. In addition you are given force shields from which you can bounce your missiles. This means that you are kept on the go right from the beginning. All in all quite a challenging game to come from the recently formed Video Gems company and certainly worth considering if you're a Missile Command fan. □

MISSILE COMMAND

CX2638 Atari £24.99
1,1+1 33 variations
SCI FI SHOOT 'EM UP

This is the home version of the popular arcade game of the same name. The VCS version was designed by Rob Fulop who, after his spell at Atari, went to Imagic where he created the award winning games Demon Attack and Cosmic Ark. The idea of this game is to save your six cities from nuclear oblivion by destroying all the alien missiles.

Many people have said this is one of the best arcade/VCS translations to date, and certainly it is an excellent cartridge bearing in mind the limited memory space available on the VCS. □

MOUSETRAP

COL75291 CBS Electronics £29.95
1 1 single game
MAZE

PREVIEW

This is more or less a game of Pac-Man only the maze has doors. The little greedy beach ball has been replaced by a mouse and the ghosts are now cats. If the mouse eats a bone it turns into a dog and starts to chase the cats. Apart from that the game is much the same as Pac-Man but then you may prefer a game with cats and mice in it. □

MS PAC-MAN

CX2675 Atari £29.99
1 4 variations
MAZE

Even though Pac-Man was the number one bestseller in home video games in 1982, many fans of the arcade coin-op criticised the graphics, the colours and the game play, saying that they weren't close enough to the real thing for their liking. Once news leaked out that the sequel to Pac-Man was in production the fans eagerly waited in the hope that Atari would come up with something that even the most discerning Pac-Maniac can find no fault with.

Ms Pac-Man lives up to this. The graphics have been greatly improved (due to the loss of variations). Our little yellow friend now actually points in the direction it's taking and the unflattering Vitamins have now been replaced by fruit which are actually quite realistic. You even get several different patterns of maze to a game. In short, if you liked Pac-Man you'll love Ms Pac-Man. □

NEXAR

SA206 Spectravision £19.95
1 3 variations
SCI FI SHOOT 'EM UP

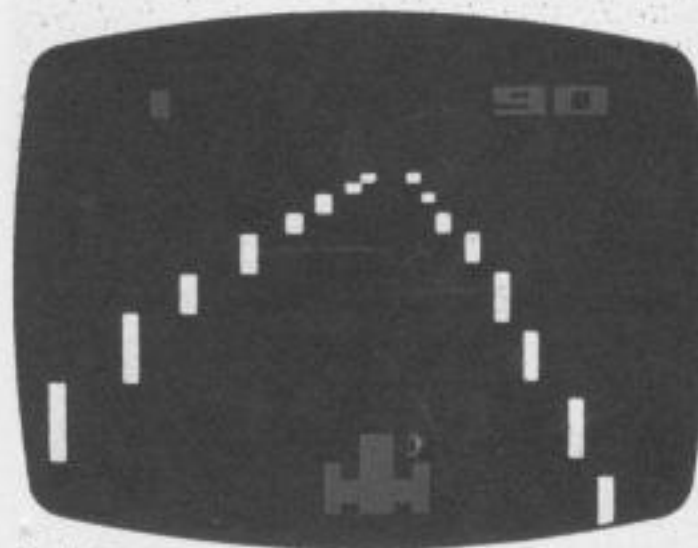
This is described as a multi-level space game, although it just progresses in speed rather than in scenery as in such

games as Super Cobra. You are in control of a Cursor which has the freedom of the screen. The object of the game is to destroy the Beacons that drift along the space lane that you are patrolling in your Starfighter. A nice simple game that is both challenging and attractive whilst not being too complicated for younger gamers. □

NIGHT DRIVER

CX2633 Atari £19.99
1 8 variations
DRIVING

This is the first game designed by top programmer Rob Fulop, who later produced the VCS version of Missile Command, the Atari 400/800 version of Space Invaders and Demon Attack for Imagic. This steering game involves navigating dark winding roads to avoid oncoming cars. □



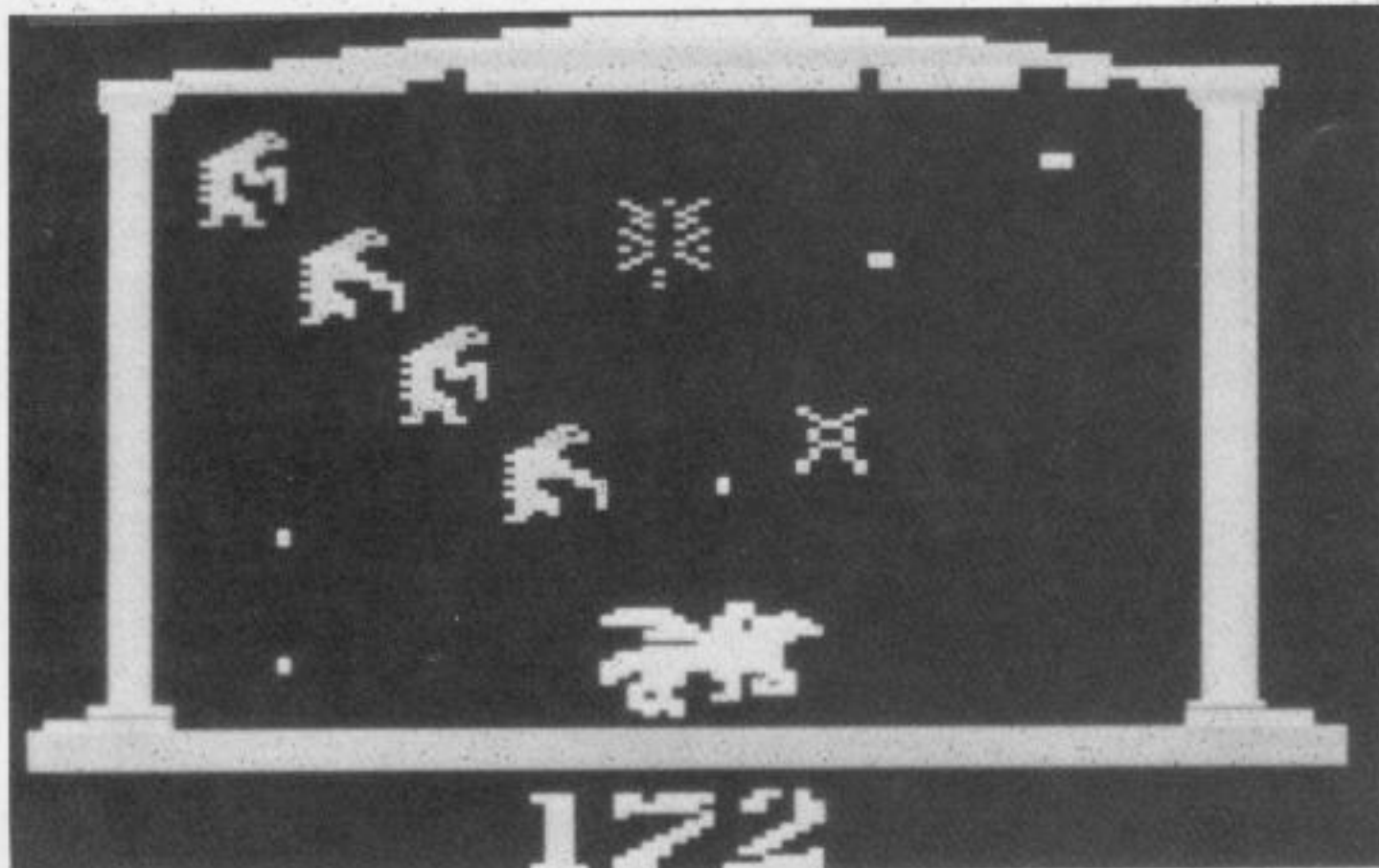
Night Driver

NO ESCAPE

NEW!

IA3312P Imagic £27.95
1,1+1 8 games
SKILL

The world of Greek mythology has remained virtually unexplored by video games – until now that is. This game was originally titled Escape From Argos but the name was changed prior to the UK launch in case people thought the game required you to get out of a well-known discount store. The idea behind it is to destroy the row of Furies above you. This you do by throwing rocks at tiles on the temple roof. As the tiles fall down they hit the Furies. Only tiles will kill the Furies – if you try to kill them by stoning them they will just multiply and become faster. So where's the mythology in that you may ask? Well, you are supposed to be Jason (of Jason and the Argonauts) who, having just stolen the Golden Fleece, is trapped inside the temple of Argos. It was found that, although the game is quite difficult to master, the younger gamers seemed to get on with it better than did the battle-hardened arcaders. □



No Escape

OTHELLO

CX2639 Atari £14.99
1,1vl 4 variations
CLASSIC

This cartridge is based on a board game played on an eight by eight grid, using black and white discs. The object is to capture more squares than your opponent. This you do by changing your opponent's counters to your colour by sandwiching them between two of your own.

The computer opponent plays at three different skill levels. At level one, it plays as a novice but the computer can manage only average ability even at its highest level of play. Nevertheless, a good cartridge for those who enjoy this type of strategy game, but one that's now showing its age. □ R.P. Davis

OUTLAW

CX2605 Atari £14.99
1,1vl 16 variations
COMBAT

Based loosely on the old arcade game Boot Hill, where two gunmen settle their differences the only way they know how – with a shoot out. A moving brick wall is among the different obstacles you have to shoot through in order to get your man. □

PAC-MAN

CX2646 Atari £29.99
1,1+1 16 variations
MAZE

Last year's most successful game in the U.K. and more popular than anything else worldwide. The idea of the game is to work your way round the maze, gobbling up the dots and avoiding the ghosts that are after you. You can, however, strike back if you eat a power pill. Although a very good and very addictive game, it is not a good copy of

the arcade coin-op by Bally/Midway (the people responsible for Galaxian). The maze, the colours and the sound are different and there is no fruit in the maze, just rectangular Vitamin Pills. If you want arcade realism go for Ms Pac-Man. □

PELE SOCCER

CX2616 Atari £24.95
1,1vl
SPORT

One of the best sports games to come from Atari and one of the first to incorporate scrolling. The game features the sound of cheering and a firework display when you or your opponent score. □

PHASER PATROL

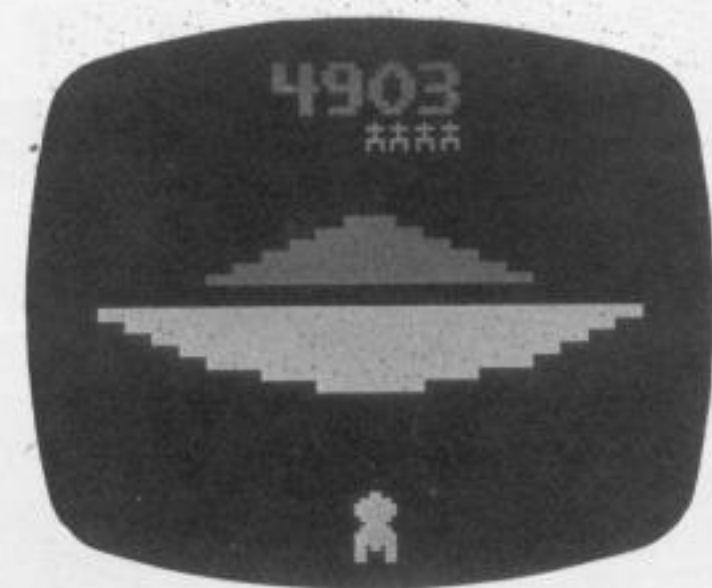
AR4000 Starpath free
1 1 variation
SCI FI SHOOT 'EM UP
requires Starpath Supercharger
£39.95

This is the game that comes with the revolutionary Supercharger. It is basically a Star Raiders game with all the familiar features; galactic chart, long range scan, battle computer, damage computer and good old starbases. The idea is to rid your quadrant space of all enemy fighters. The graphics – which have to be seen to be believed – are by far the best of any Star Raiders-type game. In fact, in just about every way Phaser Patrol is superior to the competition; sound, graphics, ease of operation and so on are all so much better than VCS Star Raiders, Star Voyager or Starmaster. However, at £39.95 for the Supercharger, the best space game around for the VCS does not come cheap. Even so, this initial outlay can soon be covered once a couple of Supercharger tapes are bought. In short try it, you'll like it. □

PHOENIX

CX2673 Atari £29.99
1 single game
SCI FI SHOOT 'EM UP

This arcade smash is now hotly tipped to be the VCS cartridge of 1983 and is the theme of this year's Atari UK and World Championships. The general idea is to blast as many birds as possible with your Sand Crawler although, unlike such games as Space Invaders or Galaxian, you are given some variety in game play. You start off with small birds that can be picked off without too much bother. After two waves you move on to bigger birds which need to be shot in the middle to be destroyed (although you can wing them). You are then confronted with the mothership which is quite complex to deal with. The idea is to get the pilot who is seated in the centre, and to do this you must shoot first through the base and then through the scrolling central part. You then wait for the hole you made to come round again so that you can blast him. But you've got to be careful, because not only does he fire back but the ship gets lower and lower. This should certainly appeal to Demon Attack lovers as it is a first rate game of this type. □



Phoenix

PITFALL

AX18 Activision £29.95
1 single game
ADVENTURE

This is Activision's first attempt at adventure games and it has a decidedly tropical theme to it. You are Pitfall Harry, a jungle explorer and treasure hunter who's a bit like Indiana Jones (but this is probably just a coincidence). Basically Harry's task is to pick up all the treasure he can find along his route whilst avoiding scorpions, rattlesnakes, crocodiles, logs and tar pits. To do this several skills must be learnt such as hopping crocodile heads and swinging on vines. Pitfall is certainly one of the best adventure games currently on the market for the VCS, offering 255 different screen settings. □

PLANET PATROL

SA202 Spectravision £19.95

1,1+1 4 variations
SPACE SHOOT 'EM UP

One of the few space games released this year that has not been inspired by either an arcade game or a film. The game itself has been well thought out and a number of skills are required for you to master it fully. You must shoot down as many as you can of the T.I.A.s (Troublesome Invading Aliens) that come up against you head on. After that you must rescue the crew of a stranded Earth fighter, then destroy three enemy bases in order to continue – and that's just the start. You then take on the enemy in darkness. A very good space game. □

RAIDERS OF THE LOST ARK



CX2659 Atari £29.99

1 single game
MOVIE TIE IN

This adventure game is based on the highly successful film by Steven (E.T.) Spielberg and George (Star Wars) Lucas. The goal is to find the Well of Souls which contains the fabled Lost Ark of the Covenant. To do this you must first find the Map Room which gives the location of the Lost Ark (this is different each game). En route you must pick up treasures and deal with the traders of the Black Market. A fascinating game that takes some working out. Of course, seeing the film helps as well. □

RAQUETBALL

2003 Apollo £19.95

1,1v1 2 variations
SPORT

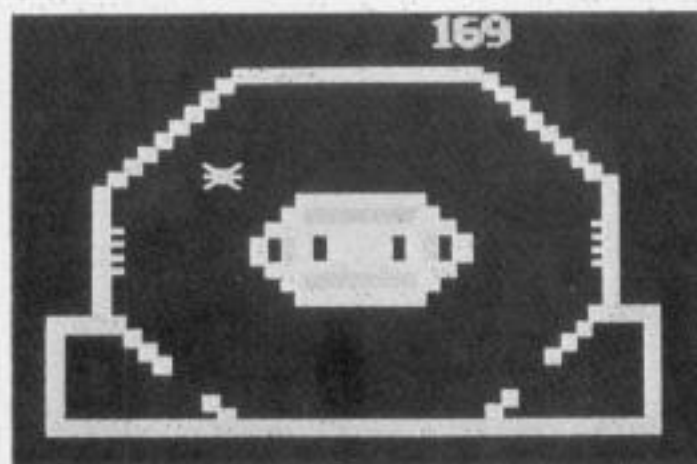
Raquetball for those who don't know it is the American name for squash (the game, not the drink). The video version is very good, not because it is a faithful representation but because it is a lot of fun to play. □

REACTOR

931506 Parker £29.95

1,1+1 8 variations
SKILL

You are in control of a robot whose task is to keep a nuclear reactor at bay. You have an expanding core in the centre of the screen, which you must prevent from expanding by blowing the control rods at either side. Every so often Neutrons and Protons escape and you have to lure them to the sides of the reactor so that they can be destroyed. Although not a particularly accurate simulation it is a very good game with plenty of action in it. □



Reactor

REALSPORTS SOCCER

NEW!

CX2667 Atari £29.95

1,1+1 4 variations
SPORT

Atari's second attempt at British-style football, their first try being Pele Championship Soccer which was later renamed Pele Soccer. The biggest difference between the two is in the direction of scrolling. Realsports Soccer scrolls horizontally whereas Pele Soccer scrolled vertically (Pele Soccer has now been officially phased out to make way for this latest version). The on-screen players are more realistically produced but it's a great pity that Atari have left out the fireworks which followed each goal in the original version. Other than that it's just football.

Of course, it's debatable whether people will pay nearly £30 for a game that, for next to nothing, they can play in their back garden. We shall see. □

REALSPORTS TENNIS

CX2680 Atari £29.95

1,1+1 2 variations
SPORTS

NEW!

If you're keen on tennis then this game is a good one to add to your library. It is much the same as Activision's Tennis only with refined graphics on the net and on the players' kit. Gameplay is pretty faithful to the official rules of tennis. This game possibly has a slight edge on the Activision version but then it is more expensive. Certainly if you're considering buying a tennis game think first about how much you actually want to pay – you may find you're better off with Activision. □

RIDDLE OF THE SPHINX



1A3600 Imagic £27.95

1 3 variations
ADVENTURE

Imagic's first adventure game and also the first one to use two controllers for one player.

As the title suggests this game has a decidedly Egyptian theme to it. As an Egyptian prince, you must save the Valley of the King after Anubis the

jackal-headed god has put a terrible curse on it. Instead of being a conventional multi-board game this one scrolls upward or downward as you move. On the way you must buy and sell with the traders, stop off at an Oasis to quench your thirst and pick up objects that will help you on your way. To aid you there is the goddess Isis. To hinder, there are thieves and Anubis himself. A very complex game indeed that uses every control available on the VCS. A first rate adventure game. □

RIVER RAID

AX020 Activision £29.95

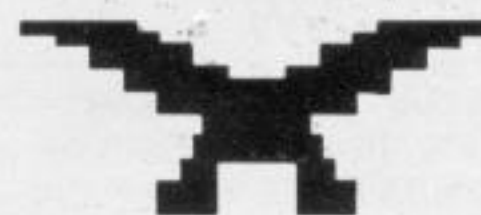
1,1+1 2 variations
COMBAT SHOOT 'EM UP

This is the first game by Activision's programmer Carol Shaw. In many respects it is a military, bird's-eye view version of the game Scramble. The aim is to use your yellow jet fighter to bomb as many enemy fuel depots, bridges, jets and other landmarks as possible as you swoop along the river. Your limited fuel supply is replenished only when you bomb fuel tanks.

In short, an exciting game. □



River Raid



ROOM OF DOOM

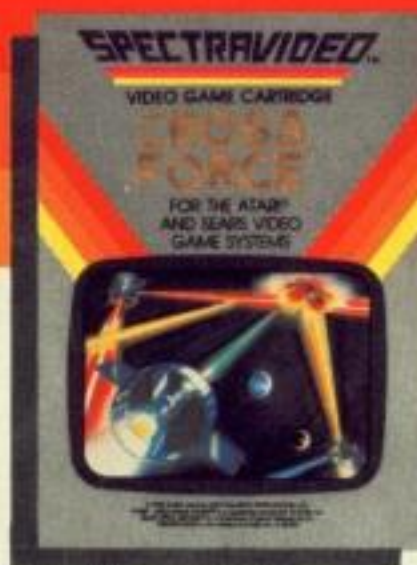
CommaVid £21.95

1,1+1 single game
SCI FI SHOOT 'EM UP

You are a warrior, imprisoned in a series of Dungeons with several doors in each. Behind these doors are baddies who will fire at you if given half a chance. If you do manage to shoot the evil warriors while their door is open, then that door stays open. When you have opened all the doors in a room you are transported to the next Dungeon, where the enemy are more treacherous than ever.

A nice feature about this game is that you can start a new game at the level you reached last time. Very useful. The graphics and sound aren't up to much but this is more than compensated for by the challenging game play. □

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You're an ace fighter pilot patrolling and protecting the galaxy. You are constantly being attacked by evil forces who fire missiles at your craft. As you guide your ship across the colorful terrain you dodge oncoming missiles and you fire back. The object of the game is to destroy as many missiles and the base station before it destroys you. Your assignment takes you from daylight to night missions and in your encounters, you have to rescue downed pilots. Periodically you have to make re-fueling stops. The Graphics are true to life. **PLANET PATROL** is destined to become a universal hit.



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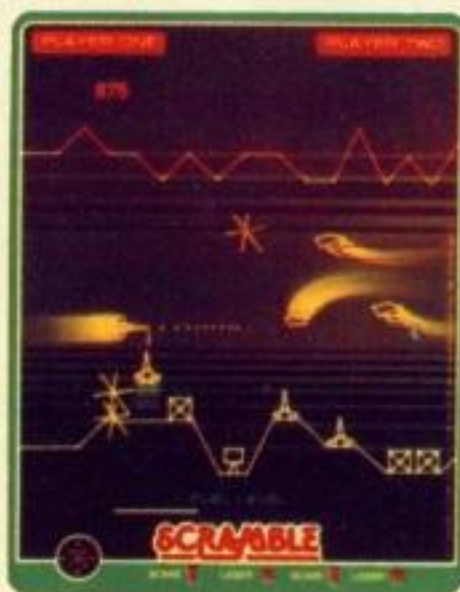
Vectrex uses vector graphics which give clarity, speed and control never before available in home game systems.

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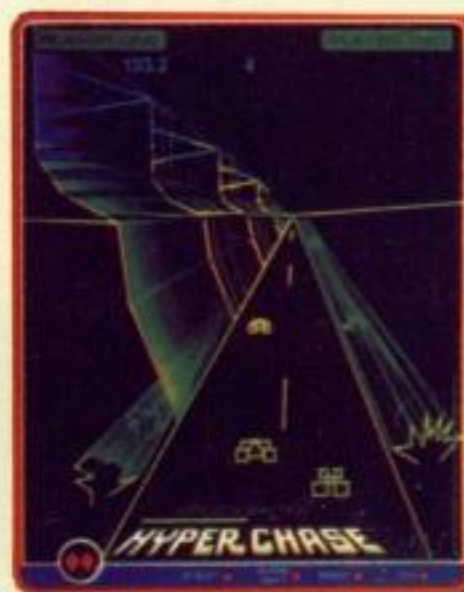
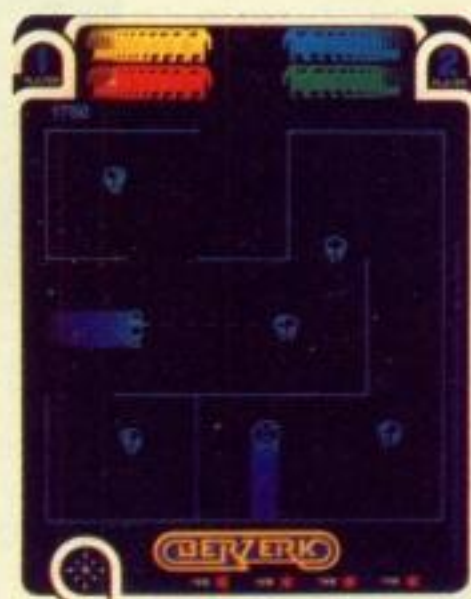
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VECTREX **MB** TVGI

SORCERER'S APPRENTICE **NEW!**

CX26109 Atari £24.95
1 single game
CHILDREN'S MOVIE TIE-IN

This game is based on Walt Disney's *Fantasia*. In it you control a little Mickey Mouse clad in red robe and hat. There are two play scenes. One is on the mountain tops where you try to catch falling stars and magically zap streaking comets and thunder clouds. The other is in the Sorcerer's cavern where you attempt to stop all the bucket-carrying mops from flooding the caves. You can play one or other of the scenes or you can alternate between the two. Not the most difficult game ever created but then it is designed for younger gamers. The graphics are pretty good and overall the game is to be recommended to young gamers and Walt Disney fans. □

SEA QUEST **PREVIEW**

AX002 Activision £29.95
1 variation
COMBAT SHOOT 'EM UP

In control of a mini-sub, your task is to rescue divers and destroy all the sharks, squids and even deep sea pirates that are out to get both the diver and the treasure he is seeking. You have a limited amount of oxygen so you regularly have to surface for a fresh supply.

Steve Cartwright the designer (also responsible for such hits as *Barnstorming* and *Megamania*) has, as usual, paid careful attention to small details like the spinning propellers and the diver's kicking legs. □

SHARK ATTACK

2005 Apollo £19.95
1,1+1 16 variations
MAZE

At first appearance this game may look like an underwater Pac-Man but it is entirely different. It was originally called *Loch Jaw* but this had to be changed because the film company MCA said that it was too similar to their films *Jaws* and *Jaws II*.

The game is set in Loch Ness and you are a diver trying to collect the plentiful pearls lying around in the maze-like caverns. But in doing so, you disturb the shark that lives there, and he storms from side to side trying to catch you. You may, if you're not careful, wake up Nessie herself and in this game at least she's not someone you'd want at a party!

This is certainly one of the best games to come from Apollo. □

SKEET SHOOT

1001 Apollo £13.95
1,1+1 17 variations
SPORT

This game gets the vote as the worst game available for the VCS. Both yourself and the Skeet appear at random positions on the screen so the chances of hitting it are less than slim. Added to that it's a boring game. □

SKIING

AG005 Activision £18.95
1 10 variations
SPORT

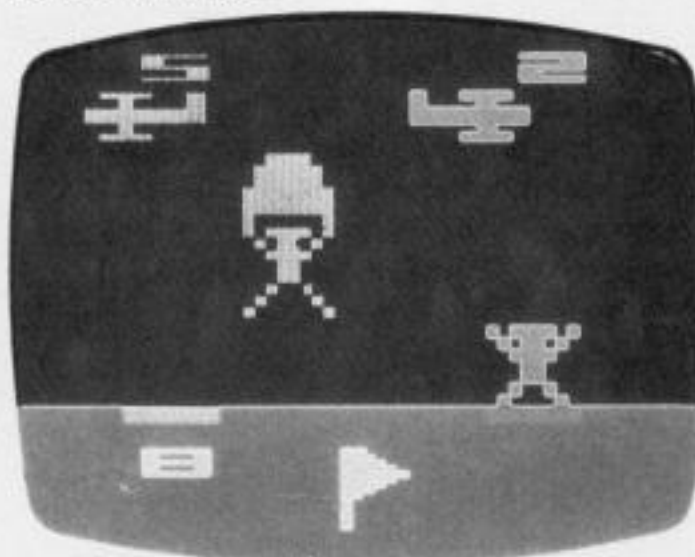
This game, although several years old, still remains one of the most realistic sport games available for the VCS. There are basically two games on this cartridge. The first is *Slalom* which involves you weaving your way through a number of slalom gates (as determined by the game variation). The second is *Downhill Run*, in which you have to complete a certain number of metres in a fixed time (again determined in the game variations).

A very good cartridge. □

SKY DIVER

CX2629 Atari £14.95
1+1 5 variations
SKILL

The object is to drop your parachutist on the landing pad before your opponent. The later you open your parachute the more points you get, but the skill lies in careful timing! □



Sky Diver

SKY SKIPPER **NEW!**

931510 Parker £27.95
1 3 games
SKILL

This game is based on Nintendo's popular coin-op of the same name. The idea of the game is to fly your bi-plane around the playfield knocking out gorillas and picking up rabbits, ducks, monkeys and doves from their cages. In other words it's one of those weird games following in the tradition of *Amida*, also from Parker. The playfield is three screens high so, when you're

flying around, scrolls vertically. Although this is an entertaining well-presented game, after a while it could become a bit boring – especially if you get very good at it. All the same an ideal one for younger gamers. □

SLOT RACERS

CX2606 Atari £14.95
2 9 variations
DRIVING MAZE

Poor graphics mar this game, in which two cars, represented by squares, pursue each other round a maze. The aim is to shoot down the rival car. □

SMURF **PREVIEW**

COL75291 CBS Electronics £29.95
1 single game
CHILDREN'S ADVENTURE

A game based on the popular TV characters. In this game a Smurf has been sent out of the village to find a Smurfette (a female Smurf) locked up in Gargamel's Castle. The journey there isn't easy as you have to jump over fences, hills and rocks, dodge bats and spiders and keep your energy up by eating hard-to-reach berries. □



SPACE CAVERN

2002 Apollo £13.95
1,1+1 48 variations
SCI FI SHOOT 'EM UP

The name might suggest to you a fantasy role-playing game in which you have to explore various caverns. If that is the case then you'll be disappointed because it is in fact a simple shoot 'em up. You control a little figure at the bottom of the screen that shoots at flying creatures in much the same way as in *Demon Attack*. However, there is the added complication of *Burlwors* (hairy Pac-Men) that crawl out from the sides of the caves. By moving the joystick up or down you can fire from left to right. Apart from that, it's a fairly mindless game that doesn't require much brainpower at all. □

SPACE CHASE

2001 Apollo £13.95
1,1+1 24 variations
SCI FI SHOOT 'EM UP

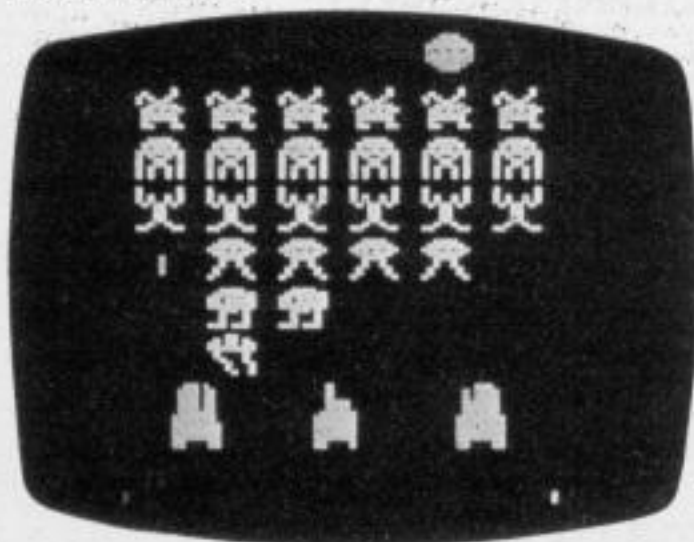
A good old fashioned shoot 'em up is set against a backdrop of an orange planet. The game has a poor appearance as it's strung together in rather an amateur way. □

SPACE INVADERS

CX2632 Atari £24.95
1,1+1,2 112 variations
SCI FI SHOOT 'EM UP

This is probably the most famous game of the lot (bar Pac-Man). It has a total of 112 variations, all of which involve shooting down aliens, who descend on your laser cannon in nice neat rows. You gain more points if the invader you destroy is high up on the screen. You have three lives in which to destroy all the little beasts before they land, otherwise the game's over. As they descend, their speed increases with the last invader moving the fastest. The game is broken up by the blue command ship that flies overhead every once in a while. Variations include zig-zagging bombs and invisible invaders, which only appear on the screen when one of them is hit. Despite this game's age it still remains a favourite for its sound effects and its many variations, and for the fact that two people can play, with one controlling the movement of the laser base and the other controlling the laser fire. This cartridge definitely rates highly. □

Sonya Bradford



Space Invaders



SPACE WAR

CX2604 Atari £14.99
1,1v1 17 variations
SCI FI SHOOT 'EM UP

This was the first Sci Fi cartridge to come from Atari. In it you control an Asteroids-type spaceship and battle it out with an opponent. Although it does show its age slightly it is still a challenging game and pretty good value. □

SPIDER FIGHTER

AX021 Activision £29.95
1,1+1 4 variations
SKILL SHOOT 'EM UP

Inspired by the Centipede game designed by Larry Miller. Your task is to rid your fruit of such pests as Arachnids, Spy Pods, Green Widows and the treacherous Stinger insect.

As usual, Activision excel in the

colours they employ in this game, destined to be another winner. □



Spider Fighter



SPIDERMAN

931503 Parker £29.95
1,1+1 6 variations
CLIMBING

This game is a bit like the arcade game 'Crazy Climber' in which you have to scale the wall of a high tower block. However in Spiderman you have additional complications ranging from crooks appearing who try to cut your web, to the dreaded Green Goblin himself at the very top of the building, who is guarding the Super Bomb that Spiderman must defuse. A fun game which features some nice graphics, but fans of super heroes would be better off with Superman. □

STAMPEDE

AG001 Activision £18.95
1,1v1 8 variations
SKILL

Okay partners it's time for some roundin' up. The idea of this game is to lasso as many cattle as you can before three get past you. Be careful not to collide with a skull or your horse will rear and slow you down. □

STARMASTER

AX016 Activision £24.95
1 4 variations
SCI FI SHOOT 'EM UP

Regarded by many as the best of the Star Raider type of games on the market for VCS at present. The designer, Alan Miller, won an Arcade Alley Award in 1982 for its highly commendable graphics and sound.

The idea is to protect your four Starbases from the vicious onslaught of enemy fighters. The console switches are used on this game to call up the Sector Chart. A highly challenging game that seems to have more appeal than Star Raiders. □

STAR RAIDERS

CX2660 Atari £29.99
1 4 variations
SCI FI SHOOT 'EM UP

This game was immensely popular as Atari 400/800 computer program. It won awards for being the best space game and so it is rather surprising that Atari waited so long to bring out a VCS version. Activision and Imagic have already launched similar games but Atari's version has one distinct advantage over these rivals. There is a video touch pad, which is basically a jazzed-up keyboard controller, that accepts overlays and is included with each Star Raiders cartridge. If Atari bring out any more games that use the touch pad people will have to buy Star Raiders regardless of whether or not they want the cartridge. The additional controller operates the shield, the Galactic chart and hyperspace. The joystick controls the actual movement of the ship and the laser fire. All in all a good game, but Starmaster has a slight edge. □

STAR VOYAGER

1A3201 Imagic £27.95
1,1v1,2 2 variations
SCI FI SHOOT 'EM UP

This is Imagic's answer to Star Raiders. It's very similar to both Star Raiders and Starmaster in many respects, although it is the only one without a galactic chart of any description. The idea of this game is not to get rid of all the nasties in the galaxy but simply to hunt out and pass through seven Star Portals before you run out of energy. This is also the only one that gives you a choice of weapons. You can have either Photons, which are slow, less accurate but more economical on energy, or Lasers which are fast, accurate but burn up lots of energy. All in all a very nice game in the Star Raiders genre but not quite as good as Starmaster. □

STAR WARS – JEDI ARENA

931507 Parker £29.95
1,1v1 8 variations paddles
MOVIE TIE IN

Although this isn't actually based on any of the films, it is inspired by some of the ideas. It is basically a Lightsabre duel with the help of a Remote, a little droid about the size of a snooker ball. Both you and the other Jedi are surrounded by protective walls made up of bricks that can be knocked out by aiming the Remote carefully. The rays from your opponent's sabre can be deflected by swinging your Lightsabre and blocking the shot. The battle rages until one of the Jedis in the Jedi Arena wins three matches. □

STAR WARS – THE EMPIRE STRIKES BACK

93501 Parker £29.95
1,1+1 32 variations
MOVIE TIE IN

This game depicts the battle on the ice planet Hoth in Episode V of the Star Wars saga. You have control of a rebel Snowspeeder armed with a front mounted laser cannon. Your task is to prevent the advance of the Imperial Snow-walkers for as long as possible. A large number of hits are needed to destroy a Snow-walker but occasionally a bomb hatch will open and begin flashing, and if you can hit it you will destroy it straight away. Your speeder can sustain up to three hits but it can land in a valley for repairs. Every two minutes the 'Force will be with you' and you are impervious to the Imperial laser fire for a while. A must for anyone fond of scrolling shoot 'em ups in the Defender style. □

STREET RACER

CX2612 Atari £18.95
1,1v1 27 variations paddles
DRIVING

The idea is for you to avoid various obstacles that scroll down towards you as you drive. Each variation of the game has different obstacles to navigate around. □

SUICIDE MISSION

AR4102 Starpath £15.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP

NEW!

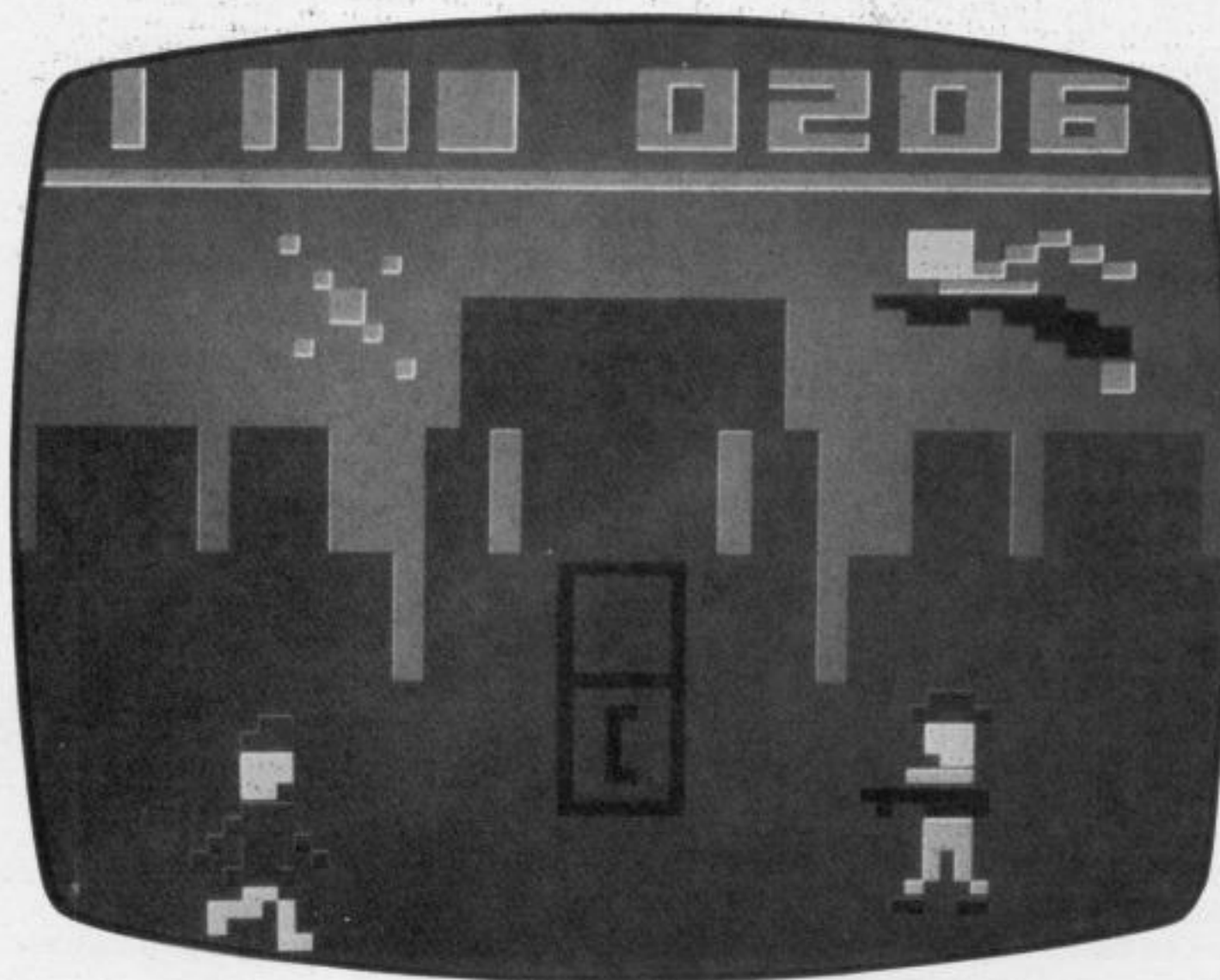
If you read this game's blurb in the catalogue you might easily get the impression that it's similar to Imagic's Microsurgeon as there is a lot of stuff about travelling through blood streams, warding off viruses etc. However, once loaded, the game turns out to be a jazzed up Asteroids, with a red background and bubble-like substitutes for the Asteroids.

In fact, both in graphics and control it's much better than Asteroids and thus to be recommended. □

SUPER BREAKOUT

CX2608 Atari £19.99
1,1+1 9 variations
SKILL BAT 'N' BALL

After the success of the game Breakout, Atari decided to make a sequel. Even though the idea has been refined, it failed to achieve the same interest as the original, probably because gamers have become a lot more sophisticated since Breakout appeared on the market. □



Superman

SUPERMAN

CX2631 Atari £24.95
1 single game
ADVENTURE

Assuming the role of the Man of Steel, the object is to put a number of crooks in jail (including the elusive Lex Luthor), re-assemble the Metropolis State Bridge and avoid the dreaded Kryptonite. □



SURFER'S PARADISE

2123 Video Gems £14.95
1 4 games
SKILL

NEW!

A very American idea for a game from the Hong Kong-based company Video Gems. It is surprising that one of the Californian-based software companies didn't jump on the surfing theme long before now.

The game itself is in two phases. The first involves you riding along on the crest of a wave trying to stay afloat and jumping when the shark goes for your ankles. If the shark is successful or if you fall in then you go into the second phase. This requires you to swim through a shipwreck avoiding killer jelly-fish before surfacing by your abandoned surfboard. Once you have done this, phase one begins again.

When so many video games seem to be more or less the same thing, it's refreshing to see a completely original idea. This one is definitely worth checking out. □

SURROUND

CX2641 Atari £14.95
1,1v1 14 variations
SKILL

An early VCS game that is still popular. The aim is to surround your opponent with the wall you are building behind you. Graphics aren't up to much, the sound will drive you potty but the game itself is fun. □

TAPE WORM

SA204 Spectravision £19.95
1,1+1 4 variations
CHILDREN'S SKILL

Despite its rather unsavoury title the game itself is actually a hi-tech version of Surround. Slinky, the hero, trots around the screen trying to get to the beans before the spider at the bottom of the screen gets to the fruit. As Slinky progresses, he encounters more valuable fruit and sneakier adversaries. A great game for all those who liked Surround. □

TENNIS

AG007 Activision £18.95
1,1v1 4 variations
SPORT

The best sport simulation of all time for the VCS – which is praise indeed as it has been on the market now for three years.

Instead of the old Pong-type bat 'n' ball games this one has both realistic players and proper tennis rules, so you can have your own little Wimbledon. A

lot of care has been taken on this game and many nice little touches – such as the ball being given a shadow – have been added. □

3-D TIC TAC TOE

CX2618 Atari £14.95

1,1v1 9 variations

CLASSIC

This is a four layered version of noughts and crosses which calls for a planned strategy if you are to beat the computer. Quite a good screen translation of a board game that became popular in the mid 70s. □

TRICK SHOT

1A3000 Imagic £22.95

1,1v1 14 variations

SPORT

Fancy playing a little Pool? With Trick Shot you can. The screen is a pool table and your joystick is your cue. The graphics are good but the sound leaves something to be desired. □

TRON – DEADLY DISCS

5666 Mattel Electronics £12.95

1 single game

MOVIE TIE-IN SHOOT 'EM UP

Based on the Walt Disney hit film, the first to use high resolution computer graphics in some of the scenes. This particular game is based on the disc battles that Tron and the other captured programmes had to go through. You control the little blue Tron figure around the game grid, avoiding the Red Warriors' discs whilst despatching them with yours. The game looks deceptively simple at first, but in fact is very challenging. □

VANGUARD

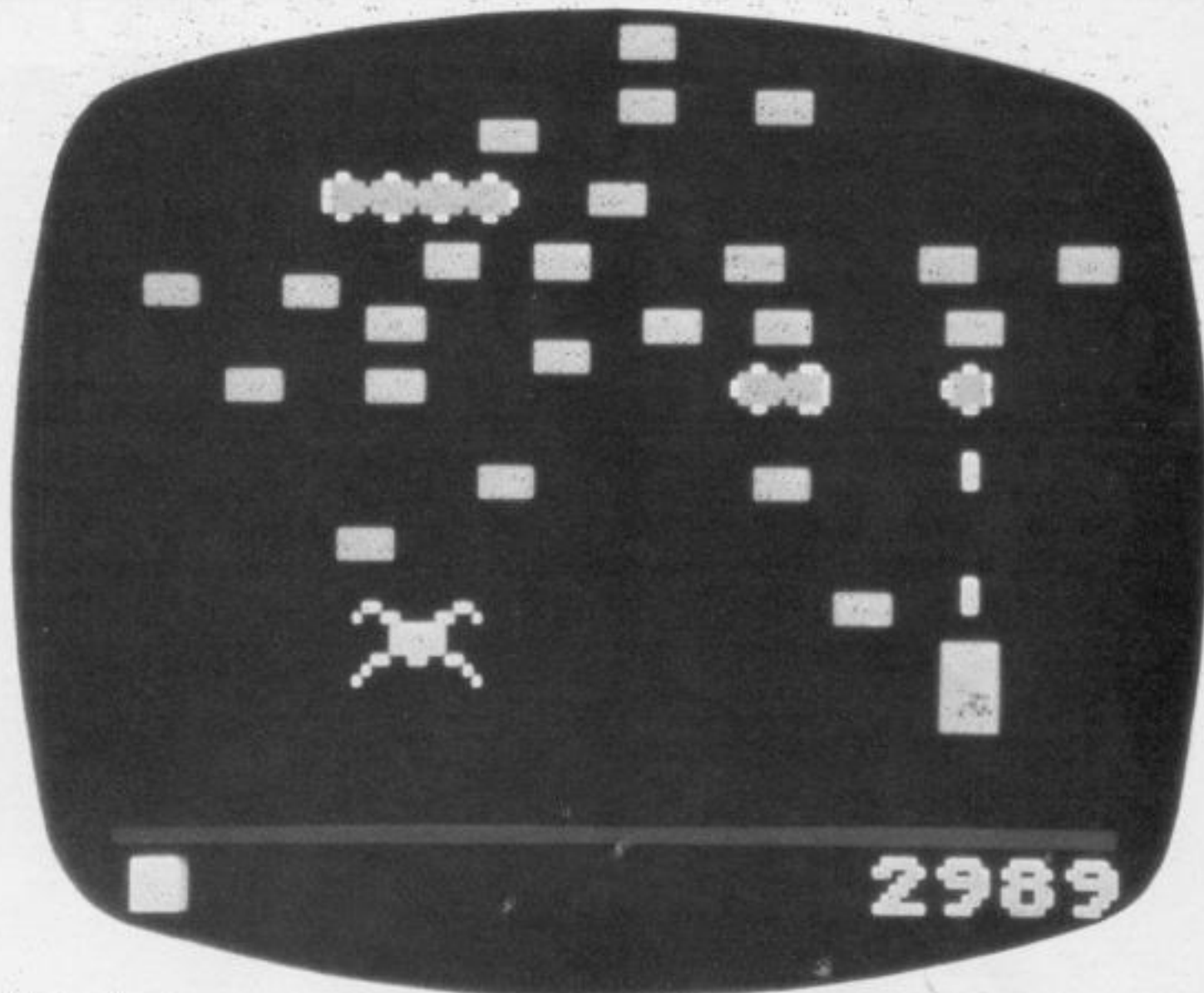


CX2669 Atari £29.99

1,1+1 single game

SCI FI SHOOT 'EM UP

This game certainly tops the chart for the most colourful video game around. It is set in a series of caverns which are controlled by the evil Gond. You must lead the Vanguard expedition in your space 'copter and destroy Gond before he destroys you. On the way you are confronted with a variety of dangers including enemy fighters, force fields and energy barriers. At the beginning of each game and at each turning point you are shown a map of the route. The nice thing about this is that when the caverns are horizontal the screen scrolls from right to left and when the caverns are vertical the screen scrolls from top to bottom. The graphics are truly excellent. The cavern walls are rainbow coloured



Vanguard and the bands seem to merge into each other to achieve a very spectacular effect. □

VENTURE

PREVIEW

COL75283 CBS Electronics £29.95

1 single game

ADVENTURE

In this game a female Pac-Man runs around a series of rooms picking up treasures as she goes. You are shown a map of the rooms (there are four to a level) which you have to visit in order to pick up the treasure. The rooms look rather like the mazes in Berzerk and are infested by little blue beasts which you have to shoot.

An interesting game but nowhere near as good as its sister version for Colecovision. □

VIDEO CHECKERS

CX2636 Atari £14.99

1,1v5 19 variations

CLASSICS

For those who don't know, checkers is American for draughts. This is just the cartridge version of the popular board game and unless you're a real addict of the game, rather limited in its interest. □

VIDEO CHESS

CX2645 Atari £18.95

1 8 levels

CLASSICS

There are 8 levels of play on this cartridge ranging from novice right up to grand master. It takes up to 12 (that's right, TWELVE) hours per move, which can mean you leaving your VCS on for possibly weeks at a time. □

VIDEO OLYMPICS

CX2621 Atari £18.95

1v3 50 variations paddles

SPORT

A collection of fifty Pong variations for one, two or four players at a time. The graphics and sound are unremarkable but the cartridge is worth buying, if only as a record of how unsophisticated video games were only five years ago. □

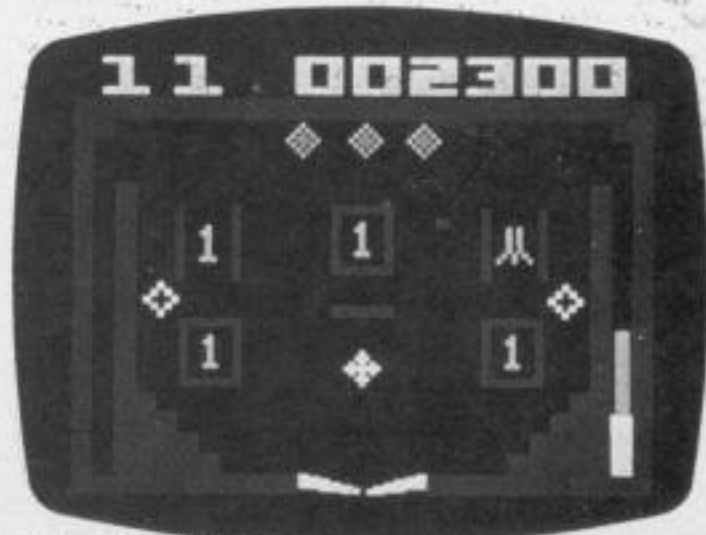
VIDEO PINBALL

CX2648 Atari £14.99

1,1+1 4 variations

SKILL

This is a game that attempts to recreate the atmosphere of an old fashioned pinball machine. It features drop targets, rollovers (shaped like an Atari symbol) and a trio of thumper bumpers. You're given two flippers and you can vary the speed at which you initially fire the ball (you can also 'tilt' – guide the ball in your favour – to a certain extent but the game isn't stupid and will stop you). Compared with all the other Pinball games around for video, this one is about the best to date and, certainly a lot cheaper than buying a pinball machine. □

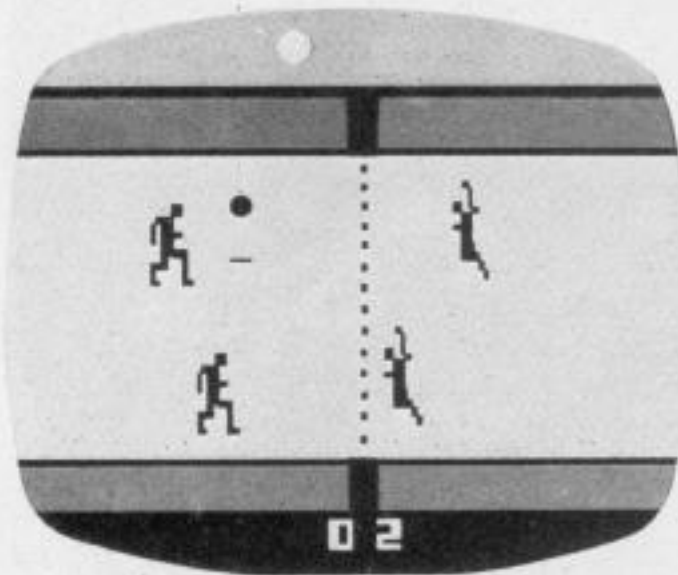


Video Pinball

VOLLEYBALL

CX2666 Atari £19.99
1,1+1 4 variations
SPORT

First in a series of Atari Realsports. The game itself complies quite closely with the official rules of the game volleyball. It may fail to generate much interest unless you are a fan of the sport. □



Volleyball

WALL-DEFENDER

CA285 BOMB £21.95
1 single game
SCI FI SHOOT 'EM UP

NEW!

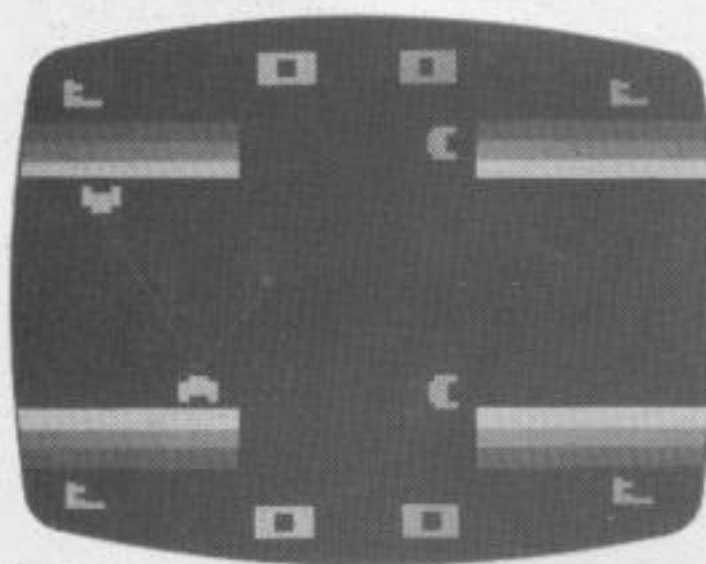
This game is quite novel in terms of concept. You're guarding a fortress which is being attacked by marauding alien creatures. You must patrol the perimeter of the fortress, shooting at the aliens that scuttle up to the wall in their attempt to weaken it. If ten aliens hit it, the outer wall disintegrates and you have to quickly cross the bridge to the next wall in and guard that until all the walls are gone. Not the most breathtaking graphics or sound ever produced on a home video game but, nevertheless, an absorbing game which requires plenty of dexterity. □



WARLORDS

CX2610 Atari £19.99
1,2,3,4 23 variations
COMBAT

A strong medieval theme to this game. You're in control of the Guardian that patrols your castle, which is made up of 'Breakout' bricks, four layers thick. You must stop three rival Guardians knocking a hole through the castle wall with fire or lightning balls. If your king is struck it will mean instant death for you and him. At first glance this game looks a bit crude and simple but it's worth pursuing. It's a fast-moving, all action cartridge with some nice graphic touches. □



Warlords

WIZARD OF WOR

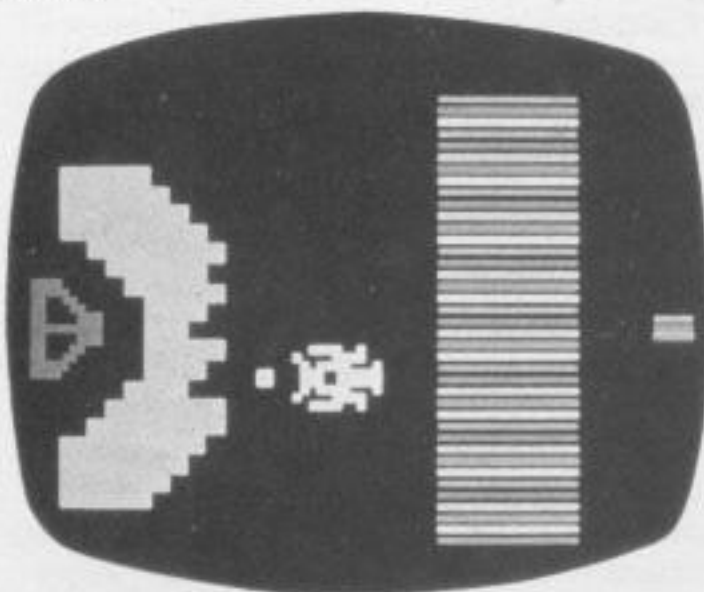
COL75358 CBS Electronics £29.95
1,2 2 variations
MAZE SHOOT 'EM UP

This title is also available in Intellivision and Colecovision formats. You are a Space warrior trapped in a series of mazes, inhabited by roaming monsters who are trying to shoot you. You must shoot them instead and progress through the mazes until you run out of lives. In certain mazes a demon appears who runs round the maze much more quickly than the monsters. If you shoot him you will either get a big point bonus or a chance to take out the Wizard himself. If you succeed at either of these you are treated to a graphics display in which the maze flashes in different colours - very rewarding. One of the best and most challenging maze games around. □

YARS' REVENGE

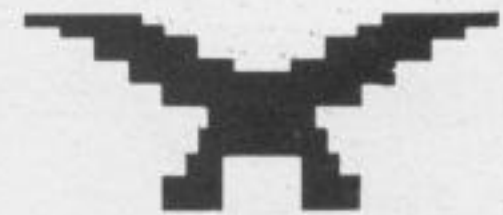
CX2655 Atari £24.99
1,1+1 7 variations
SCI FI SHOOT 'EM UP

One of the few Sci Fi games from Atari that was not previously an arcade game. The idea - and the characters - are totally original. The game features the Yars, mutant houseflies, and their opponents the Dreaded Quotiles (pronounced Quo-Tiles). The object is to blow up as many Quotiles as possible before you lose all your Yar Scouts. To do this you must knock a hole through the wall surrounding the Yars and then use the Zorlon Cannon (your secret weapon) to blast the enemy. When this is achieved, you receive quite a visual treat.



Yars Revenge

It's a pleasant change to discover an original space game, and even better to find one as good as this. □



ZAXXON

NEW!

COL75275 CBS Electronics £29.95
1 single game
SCI FI SHOOT 'EM UP

This is a space game with a novel setting. You are in a Starfighter armed with a laser and flying over a series of space platforms. One of the platforms contains your arch enemy, the evil superdroid Zaxxon. Along the way, as in such games as Scramble, you have to bomb missile silos and installations as well as enemy fighters. The big difference between this and the Colecovision version is that with the VCS version you get a head-on view of the Space Platform instead of the angled view you get on Colecovision and the Sega coin-op. □

Z-TACK

NEW!

CA283 BOMB £21.95
1,1+1 4 games
SCI FI SHOOT 'EM UP

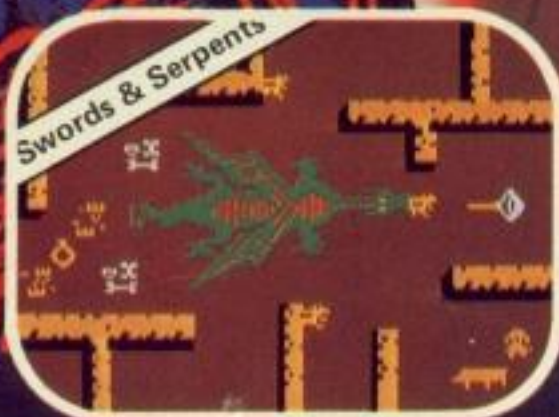
This is probably the second best video game to come from this new company, BOMB, the best being Assault (see separate review). Your mission is to shoot at various cities as you pass above them in your flying saucer. They retaliate by firing back and launching fighters against you. You can fire left, right and down in much the same way as you do in Cosmic Ark (see separate review) as you shoot your way through a total of six different landscapes. Not a world beating game but well worth having a look. □



IMAGIC GIVES MATTEL'S INTELLIVISION A HARD TIME!



Demon Attack



Swords & Serpents



Dracula



Nova Blast

Imagic games are the only real alternative to Intellivision's own cartridges. We make it hard for the players ... and that's what you want!

There's Beauty and the Beast, Demon Attack, 1982 game of the year in the USA, Atlantis, Microsurgeon, Swords & Serpents, Dragonfire, Ice Trek, Nova Blast, Dracula, Tropical



Dragonfire

Trouble, White Water and Safe Cracker.

What a list! And all of them have the superb graphics and tremendous sound effects you've come to expect from us. Why not treat yourself to an Imagic game ... and give your Intellivision system a hard time!



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INTELLIVISION

A quality game that talks, too!

Mattel's Intellivision

Available: now Price: £89.95

1979 was the year Mattel Electronics launched their games console the Intellivision (Intelligent television). It was designed after the Atari VCS and Mattel learned a great deal from the former's mistakes. It's a smarter unit in a brown, gold and wood-grain finish. The two neat

slim-line controllers – of the universal variety – comprise a 12 button keypad, four action buttons (two on either side) and a 16 position disc (as opposed to most systems that only have an eight position joystick). Very few players find the disc comfortable at first. However, once mastered, it's more than adequate for most gamers. Both controllers are wired into the console and are

not interchangeable which is something of a disadvantage, especially if one goes wrong. Overall, the console layout has an uncluttered look which is pleasing to the eye.

Aside from the controllers there are only two buttons: an on/off switch and a game reset button. There are no difficulty switches or black and white/colour selector, so be warned if you have only a mono-



SION

chrome (black and white) set as you won't be able to tell the colours apart.

The Intellivision is superior to the Atari since it will accept 12k cartridges. This explains Mattel's higher resolution graphics, though very few Mattel games actually use all 12k. The most famous 12k game was Tron - Maze A Tron which just goes to prove that a large memory doesn't always make a good game.

During the first few years of its existence Mattel concentrated on sport simulations, such as Football, Hockey, Golf etc. This is one of the reasons why Mattel have sold less units than Atari. The former have been rather slow to come up with arcade titles which are far and away the most popular type of game. Their first major scoop was

obtaining the rights to the Walt Disney film, Tron, which they fought Atari for. So far there have been three game spin offs from this film. Mattel are now obtaining copyrights left, right and centre. In addition, they have got several arcade licences from Data East, a lesser known arcade manufacturer than, say, Sega or Bally. These games will be popping up in the next few months.

In addition to this, several games companies, who have been making cartridges for the VCS, are now making games for Intellivision. Imagic was the first, followed closely by Activision, Parker and CBS Electronics. Atari themselves hope to produce games for Intellivision provided they and Mattel can sort out the legal wrangle in which they are both involved. Therefore all Intellivision owners can now rest assured that exciting software will be available for their system.

On the hardware side things look equally rosy with the promise that the long-awaited home computer add-on will be here by Christmas. The computer was one of the goodies Mattel promised back in 1979. An

undertaking now, hopefully, about to be realised. TV Gamer can't really give any detailed specifications until one is received for test. There is also a synthesiser keyboard planned for before Christmas. As far as is known this will be a six octave polyphonic keyboard which will convert your games system into a low cost synthesiser. It will have accompanying software designed to teach or improve musical skills.

One piece of hardware already out is the Intellivoice synthesiser, which has become more popular since its recent drop in price to £49.95. It gives an Intellivision the power of speech, allowing certain special games cartridges to talk back to you. The original fear was that the games wouldn't actually make good use of the voice but the critics have been proved wrong and now there is a growing range of voice software.

In the past Mattel's big drawback has been price and this has contributed to its number two position, ranking behind Atari. But, with the advances Mattel are now making, who knows what the situation will be in a few years time.



ADVANCED DUNGEONS & DRAGONS/CLOUDY MOUNTAIN

3410 Mattel Electronics £25.95
1 4 variations
ADVENTURE

Originally called just Advanced Dungeons and Dragons, this game has now had 'Cloudy Mountain' added to it because there will be more D & D games coming out.

Like many of Mattel's best games this has two phases to it, a map phase showing where you are in relation to everything else and a battle phase where most of the action takes place. The object of the game is to retrieve two pieces of the Enchanted Blue crown that are guarded in Cloudy Mountain itself. To get there you must cross smaller mountains, picking up treasures and overcoming various adversaries as you go. Among the best of the 1982 releases and still an exciting game. □

ARMOR BATTLE

1121 Mattel Electronics £21.95
1,1 v 1 1 random variation
COMBAT

This is certainly one of the best tank games around, with impressive graphics coupled with a complex game. The idea is to shoot down more tanks than your opponent by the end of the set time. Not only can you shoot the enemy down but you can also lay mines for him (or her) as well. □



Armor Battle

ASTROSMASH

3605 Mattel Electronics £21.95
1 4 variations
SCI FI SHOOT 'EM UP

A cross between Space Invaders and Asteroids, in which you control a laser base positioned at the bottom of the screen. The aim is to shoot down all the descending rocks and Space Spinners along with UFOs in later rounds.

One of the better space games from Mattel but by no means the best. □

ATLANTIS

IM10524 Imagic £29.95
1,1+1 3 variations
SCI FI SHOOT 'EM UP

This is a sophisticated version of the highly successful VCS game of the same name. The aim is to blast all the enemy bombers and fighters before they fly low enough to strike Atlantis, the city that you are defending. You are equipped with two missile launchers positioned at either side of the screen, plus a sentinel saucer in the centre that can launch and mingle with the enemy. □

AUTO RACING

1113 Mattel Electronics £21.95
1,1 v 1 4 variations
DRIVING

Certainly the best of the earlier games (this was one of the first twelve cartridges launched over here). You are in the driving seat of a grand prix racing car, racing your opponent around a scrolling track made up of roads with buildings each side. The graphics are excellent and the cars are not too difficult to handle. □

B17 BOMBER

3884 Mattel Electronics £29.95
1 6 variations
COMBAT
needs Intellivoice module £45.95

In command of a B17 Bomber, you are engaged in a vital mission to bomb as many enemy ack-ack guns, runways, installations and ships as you can. You have no fewer than eight different screens to choose from. The voices play an important part in the game as they inform you of your plane's condition as well as warning you when there are Bandits in sight. The graphics, sound and gameplay combine to make a very challenging game. □

BACKGAMMON

1119 Mattel Electronics £15.95
1,1 v 1 1 variation
CLASSIC

Certainly a more professional-looking version of the highly popular board game than Atari managed for the VCS. The computer plays cleverly and is quite tricky to beat. The sound effect of the rolling dice comes across quite well and provides a nice touch. A good buy. □

BASEBALL

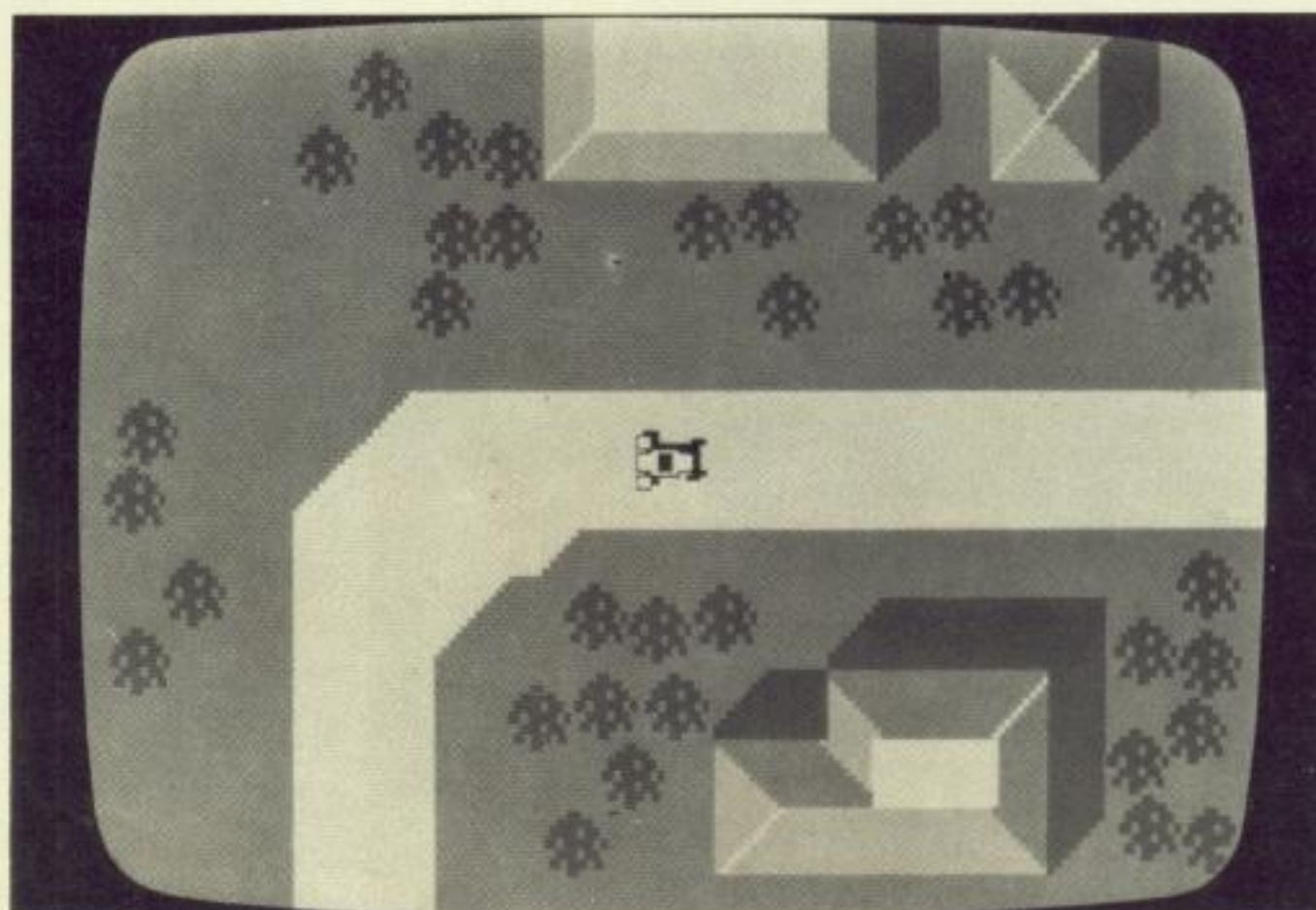
2614 Mattel Electronics £21.95
1,1 v 1 4 variations
SPORT

An all-American sport, but very similar to rounders or softball which are both played in English primary schools. A good job is done in translating this genuine slice of American life. □

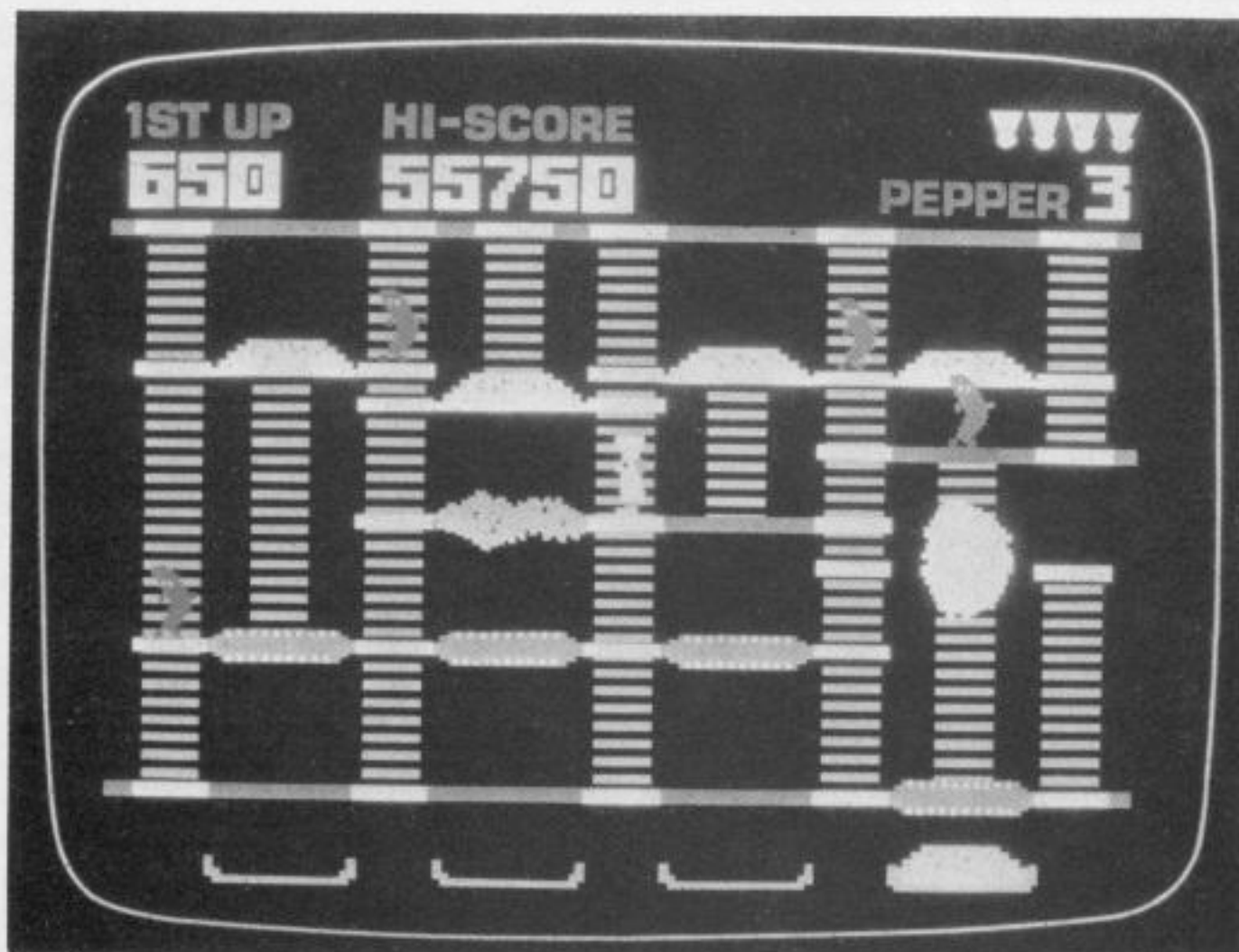
BASKETBALL

2615 Mattel Electronics £15.95
1,1 v 1 1 variation
SPORT

If you're just getting into basketball then this is the cartridge for you. Instead of having just a one man team as in the Atari game, here you have a three man team so you can actually pass to team-mates. These team-mates are under computer control until they receive the ball when the control swaps to you. Every time a basket is scored you get a tremendous cheer from the crowd. A great game if you like the sport. □



Auto Racing



Burger Time

BEAUTY AND THE BEAST

IM10540 Imagic £31.45
1 1 variation
CLIMBING

This game rivals Intellivision's Donkey Kong. Bashful Buford is out to rescue his girlfriend Tiny Mab from the villainous clutches of Horrible Hank. To get his loved one back he must climb the outside of the Mutton Building, whilst avoiding obstacles such as boulders, bats, rats and birds. Buford can only reach the next floor through an open window. Once he catches Mab, he literally 'glows' with pride. An exciting game. □

BOWLING

3333 Mattel Electronics £21.95
1,1v1 2 games
SPORT

Bowling, although a popular sport in the States, hasn't much of a following over here. Nevertheless this is a highly commendable effort. The graphics as well as the sound effects are good. If you like bowling then you'll enjoy this cartridge. □

BOXING

1819 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

With this particular version you select which boxer you want out of a choice of half a dozen and then step out into the ring for 15 rounds of punishment. You can, in fact, KO your opponent which is very satisfying indeed. In short, the best boxing game currently on the market. □

BURGER TIME

4549 Mattel Electronics £29.95
1 4 variations
SKILL

Based on the arcade game by Data East. You play a burger chef who has to put together four Hamburgers by dropping the right ingredients on top of each other. However, you are prevented from doing so by menacing Hot Dogs and pickles, which you can get rid of only by using Beef Patties (beefburgers) or pepper as weapons. An unusual but entertaining game. □

CARNIVAL

COL76307 CBS Electronics £29.95
1,1+1 4 variations
SHOOT 'EM UP

The graphics in this are not up to the standards either of the VCS or Colecovision versions, and therefore the cartridge is not a recommended buy. □

CHECKERS

1120 Mattel Electronics £15.95
1,1v1 1 level
CLASSIC

Although slightly better than the VCS version, this video of the popular board game is still not worth the price of the console and the cartridge just to play draughts. □

CHESS

3412 Mattel Electronics £29.95
1,1v1 8 levels
CLASSIC

Much the same as all the other chess cartridges available for the other systems. You can choose from eight

levels of play ranging from novice to expert, or instead watch the computer play against itself and pick up some useful hints on how it plays. □

DEMON ATTACK

IM10537 Imagic £31.95
1,1+1 12 variations
SCI FI SHOOT 'EM UP

The game play is much the same as in the VCS version of Demon Attack. A small laser base at the bottom of the screen is pitted against demons that swoop down from the top of the screen. However, once you've tackled each onslaught, you encounter the enemy ship that must be destroyed. □

DONKEY KONG

COL76257 CBS Electronics £29.95
1,1+1 4 variations
CLIMBING

The Intellivision version of this highly popular arcade coin-op is similar to the Colecovision version, except for slightly poorer graphics. The Intellivision version has three waves, not just the two that are featured in the VCS version. □

DRACULA

IM10607 Imagic £29.95
1,1+1,1v1 3 variations
ADVENTURE

If you're a fan of all those horror movies with vampires in them then this game is for you. You portray the Prince of Darkness, Dracula. As Count Dracula you can transform yourself into a bat and change your victims into zombies that will attack the local police who pursue you with wooden stakes. You must keep the Count's blood supply topped up as he will die if you do not. Altogether a challenging and enjoyable game. □



DRAGONFIRE

IM10579 Imagic £29.95
1,1+1 3 variations
ADVENTURE SKILL

This game is split up into two separate phases. The first is the bridge sequence in which you must run from one side of the screen to the other jumping and ducking fireballs and archers' arrows. If you succeed you then enter a black storeroom filled with treasures, guarded by a ferocious dragon. You must rush around picking up all the treasures. A challenging game, but not as difficult as the VCS version. □

FROG BOG

5301 Mattel Electronics £21.95
1,1v1 4 variations
CHILDREN'S SKILL

The aim of this unusual game is to make your frog jump from the lily pad and eat the flies in your part of the pond. You are up against another frog which can be either computer- or human-controlled. A good one for young kids. □

FROGGER

941502 Parker Brothers £27.95
1,1+1 4 variations
SKILL

This is Parker's version (for Intellivision) of their very popular VCS game released in the autumn of 1982, based on the arcade game by Sega. The game is almost identical except for the absence of the annoying flicker that occurs on the VCS version due to its limited memory capacity. The game play and graphics are similar but the sound is inferior to the VCS cartridge. □

GOLF

1816 Mattel Electronics £21.95
1,1v1 9 holes
SPORT

This varies from all the other golf video games in that the golfer never actually moves but is stuck in the top left hand corner of the screen. He functions to show you how much swing you're putting on each shot, while you guide a little Cursor around the greens. Quite a good game but not really an accurate simulation of golf. □ *Jeremy Allen*

GOLF

COL76349 CBS Electronics £29.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP

This Intellivision cartridge, which uses a starfield background and fairly sophisticated ships, compares favourably with the VCS version. Not a bad cartridge, as long as you don't compare it with the same game on the Coleco system. □

HORSE RACING

1123 Mattel Electronics £21.95
1,1v5 1 variation
SPORT

Here's your chance to bet as much as you like in a race and actually jockey the horse you bet on. The game has two phases. The first is the 'betting shop' phase where yourself and the other players can place bets on the colour coded horses. Then you get a view of the starting gate and you're off, galloping along the race track. A game which provides a lot of entertainment. □

ICE HOCKEY

1114 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

Not a game that gets a great deal of attention but nevertheless a very good cartridge if you like the sport. All the features of the sport are on this cartridge, including passing, goal tending and slap shots - and you can even foul your opponent. However, if you are spotted then you are confined to the 'Sin Bin' for two minutes. □

ICE TREK

IM10582 Imagic £29.95
1 6 variations
ADVENTURE

This game is set in frozen wastes long ago back in the age of Sword & Sorcery. Vali the Avenger must retrieve the great Northern lights from the Ice Castle. To do this he must first dodge the Ice Goddess Caribou. He must then make an ice bridge from icebergs floating past (by far the most infuriating phase), then he is up against the ice castle itself. The aim is to melt this by hitting the battlements with fireballs. After that it's on to the next level which is the same only harder. A refreshingly different game, which requires several skills. □

LOCK 'N' CHASE

5637 Mattel Electronics £25.95
1,1+1 4 variations
MAZE

The idea is to manoeuvre a thief around a maze littered with gold bars and with bigger treasures to be found in the centre. Chasing you are a number of truncheon-swinging cops whom you must avoid at all costs. You can do this by simply outracing them or by slamming doors to block them off. A lot of fun and altogether one of the better arcade-based games from Mattel. □



LOCO-MOTION

4438 Mattel Electronics £21.95
1,1+1 4 variations
SKILL MAZE

In this, you have to guide your Choo-Choo train around a somewhat scrambled railtrack. The aim is to put the right tracks together so that the train can safely pick up passengers and continue its journey without crashing. Your problems are added to by the fact that there is a crazy train on the same tracks. A game that requires about five hands! □

MATH FUN

2613 Mattel Electronics £15.95
1,2 18 variations
EDUCATIONAL

This is probably one of the most underrated learning games around. The object is to guide a gorilla down the side of a river, but every so often another wild animal will block your path and move only if you solve a maths problem. If you get the sum wrong you have to jump in the river (to avoid the animals in your way) and encounter a crocodile. Makes learning fun. □

MICRO SURGEON

IM10553 Imagic £31.95
1,2 9 variations
SKILL

This game involves curing a critically ill person by probing inside his body. You control a miniature robot which is equipped with all the medication required to save this patient's life. There is also a status chart to refer back to which shows how the patient is faring. A game with limited appeal. □

MISSION X

NEW!

4437 Mattel Electronics £25.95
1 4 variations
COMBAT

Based on an arcade game of the same name. The object of the game is to fly your secret bomber over enemy territory and bomb everything you encounter - battleships, tanks, artillery guns, bridges, trains - all of which will come into view as the screen scrolls vertically. Every so often you have to land to refuel. Great game for all those who enjoyed B17 Bomber. □

NIGHT STALKER

5305 Mattel Electronics £25.95
1 4 variations
MAZE SKILL

This game is a creepy version of Lock 'n' Chase. You have to run around a maze, pick up your gun and shoot down the killer Robot that patrols the maze along with a giant spider and a couple of bats. There are six shots to a gun, after which you have to pick up another loaded gun. As the game progresses the Robots get faster and more lethal so you have to be on your guard. Quite a compelling game. □

NOVA BLAST

IM7609 Imagic £29.95
1,1+1 3 variations
SCI FI SHOOT 'EM UP

Compared with other systems, nowhere near the same amount of good space



software is available for the Intellivision. Of the ones that are on offer many are rather slow and awkward to control. So Nova Blast came as a pleasant surprise. It is a Defender/Missile Command-type game in which you have to pilot a Novon Sky sweeper across the arid terrain of your planet. The primary objective is to prevent your four cities from being obliterated by such nasties as Gravitines and Astro Sailors. Armaments consist of a forward laser cannon, which is the fastest weapon on any Intellivision craft to date, as well as bombs which are dropped on enemy tanks in later rounds. The impressive aspect of this game is the speed of everything; the player, the enemy, the laserfire and the explosions, all are well above par for Intellivision. Imagic deserve a pat on the back for an excellent space game. □

PITFALL

MP002 Activision £24.95
1 1 variation
ADVENTURE

David Crane's bestseller for VCS is now available on Intellivision format (see VCS review). Well worth a try. □

POKER & BLACKJACK

2611 Mattel Electronics £15.95
1,2 1 variation
CLASSIC

If you're a gambling person but there aren't too many casinos near where you live then do try this cartridge.

In both games, Poker and Blackjack, there is a Las Vegas-style dealer complete with tinted visor and stripey shirt. Sitting at the top of the screen and dealing out the cards, he smiles if you lose and frowns if you beat him. Very entertaining. □

REVERSI

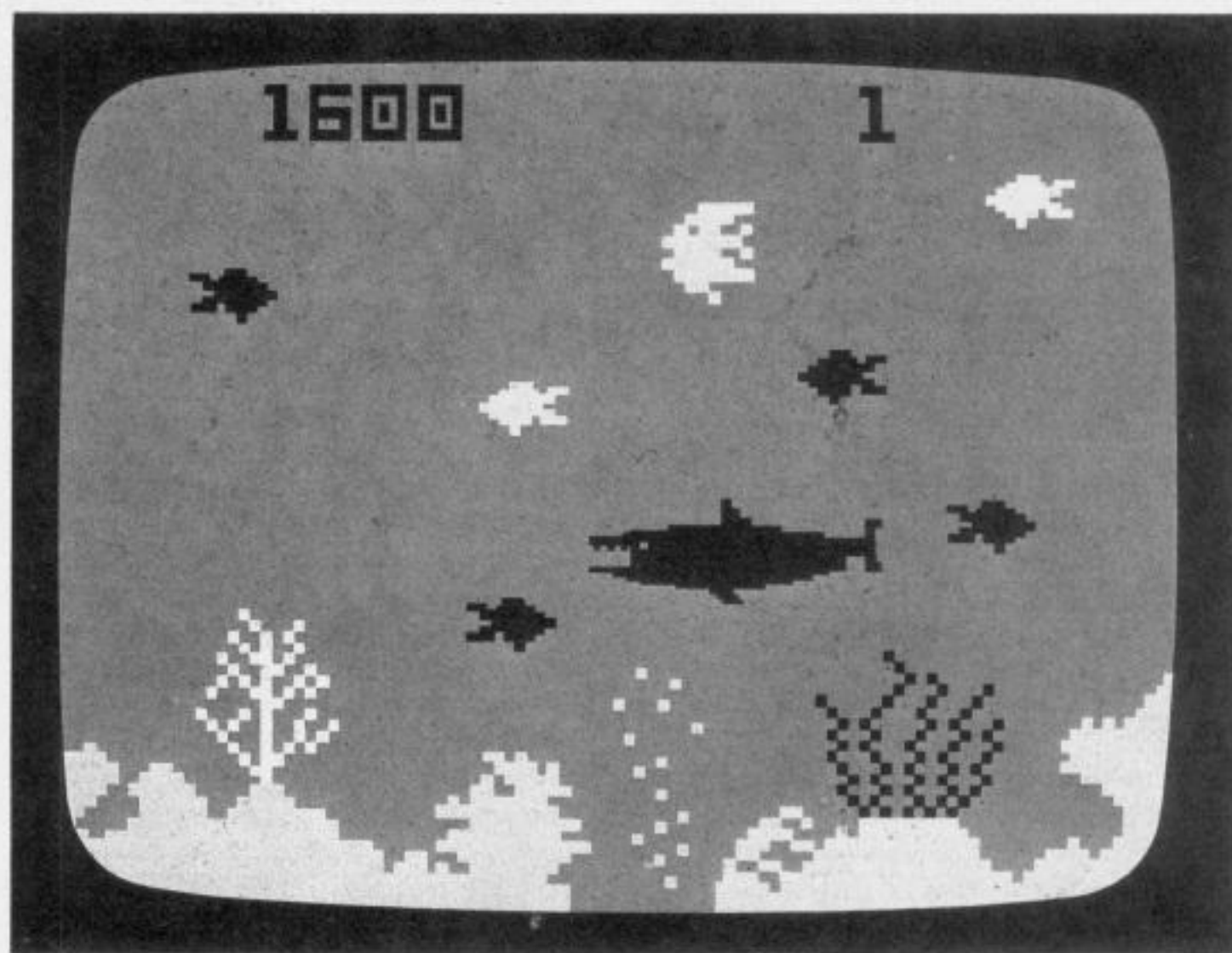
5304 Mattel Electronics £15.95
1,1v1 1 variation
CLASSIC

Reversi is a 19th century game of strategy and dominance. Basically it is very similar to the game Othello. An interesting game but not really exciting video game material. □

ROYAL DEALER

5303 Mattel Electronics £25.95
1 4 variations
CLASSIC

This cartridge provides computer controlled opponents able to play



Shark! Shark!

Hearts, Rummy, Gin Rummy or Crazy Eights, and you can choose whether you want one, two or three players against you. The graphics used in the cartridge are pretty good. □

ROULETTE

1118 Mattel Electronics £15.95
1,1v1 1 variation
CLASSIC

Good fun for anyone who likes to gamble. The board is quite realistic, but unfortunately the roulette wheel itself is just a strip at the top of the screen. □

SEA BATTLE

1818 Mattel Electronics £21.95
1v1 4 variations
COMBAT

Still one of the best battle games available from Mattel, as the game is simple to understand yet the control is quite complex to master. You have at your disposal an entire fleet, whose task it is to occupy the enemy's island on the other side of the ocean. The fleet contains ships with different strengths and varied firepower and you also have sea mines that you can place at strategic points on the map. □

SHARP SHOT

5638 Mattel Electronics £21.95
1,1+1 4 variations
SHOOT 'EM UP

Not one, but four different shooting type games on one cartridge which is quite unusual for Mattel. All are basically simplified versions of some of their more popular games. One is based on Sea

Battle, one on US Football, one on Space Battle and one on Cloudy Mountain, but all are a lot easier as they are designed for younger gamers. □

SHARK! SHARK! NEW!

5787 Mattel Electronics £22.95
1,2 2 games
SKILL

Tired of being a space buccaneer? Fancy being something different for a change? Well, here's your chance to be a goldfish; that's right - a goldfish. You have to be a pretty quick goldfish too, otherwise you'll end up as shark snack. The idea is to swim around avoiding fish bigger than yourself while you eat up all the smaller fry. After you have swallowed a quantity of smaller fish you get larger, as does the range of fish you can eat. If you're feeling a bit daring, you can try and nibble the shark's tail - but be careful. If he turns round and bites you then you lose a life, and return to your original size. Once all your lives have been used up, the game ends and you get to hear a very pleasant tune.

If you are a bit fed up with space cartridges then this enjoyable, skilful game, which takes you into inner rather than outer space, is one for you. □

SKIING

1817 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

One of the better skiing video games available at the moment. The idea is to complete the slope, through all the slalom gates to the finishing posts at the bottom of the hill. As with nearly all Mattel's sports games you receive rapturous acclaim at the end. □

SNAFU

3758 Mattel Electronics £21.95
1,2 8 variations
SKILL

This is Mattel's answer to Atari's Surround and compares very favourably. For a start, instead of the boring sound effects of Surround, Snafu gives you catchy little tunes. Although the game is basically the same, Mattel have made a much more professional job of Snafu. A great family game. □

SOCCER

1683 Mattel Electronics £21.95
1v1 4 variations
SPORT

A game that usually comes with the Intellivision, Soccer certainly beats Atari's cartridge of the same name. It has all the features of an Intellivision sports game including gratifying cheers when goals are scored. □

SPACE ARMADA

3759 Mattel Electronics £21.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP

Mattel's attempt at Space Invaders can't compete with Atari's bestseller as the disc is not as good as a joystick for games like this. The Invaders also look too chunky and move slowly (to compensate for the slow control). Pretty forgettable. □

SPACE BATTLE

1817 Mattel Electronics £21.95
1 5 variations
SPACE SHOOT 'EM UP

The first space game for Intellivision and still one of the best. A cousin to the Star Raiders family it comprises a Galactic Chart and a battle phase. You are given three squadrons, Blue, White and Gold, each consisting of three fighters which you must deploy so that they can intercept the aliens in their Cylon-like spacecraft. Worth saving up for. □

SPACE HAWK

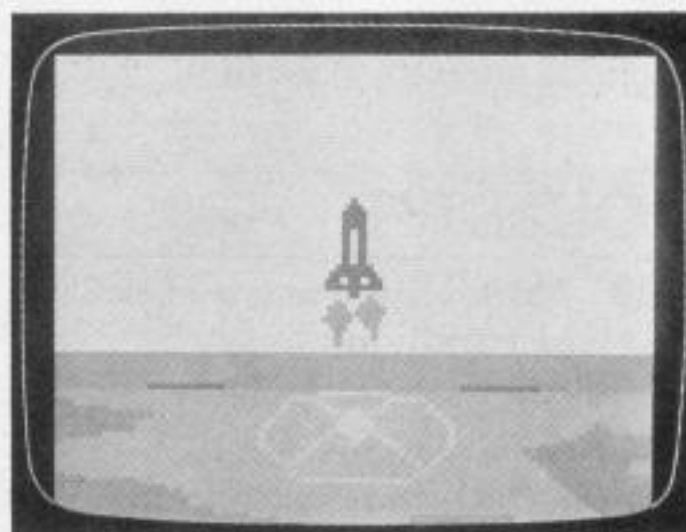
5136 Mattel Electronics £21.95
1 4 variations
SCI FI SHOOT 'EM UP

A space game with a rather original concept. Alone in space with no Spaceship, just a jet pack and a gas blaster, you are under attack from multi-coloured gas bubbles that will cost you your life if you are struck by one. You can of course blast them, zoom out of their way or, if things are really tough, go into hyperspace. Every so often a Space Hawk will appear who has to be shot three times to be killed. □

SPACE SHUTTLE **NEW!**

4162 Mattel Electronics £28.95
1 5 variations
SCI FI SKILL
requires Intellivoice Module price £49.95

If you've ever watched space shuttle launches on television have you ever thought to yourself "That doesn't look so hard"? Mattel have and now they've brought out an official Space Shuttle cartridge using their Intellivoice component. You have to pilot a shuttle mission up into orbit where you repair satellites, refuel and other such tasks. There are three different voices on this game; mission control's and your two Co-Pilots' who keep you informed of developments during the flight. As with B17 Bomber, you are given all the relevant views of the surrounding space and the shuttle, including the cockpit and the cargo bay. A good space game for players who are a little tired of just shooting thousands of aliens and saving the universe every time they slot in a cartridge. □



Space Shuttle



SPACE SPARTANS

3416 Mattel Electronics £29.95
1 5 variations
SCI FI SHOOT 'EM UP
needs Intellivoice module £45.95

This game is a high-tech version of Activision's Starmaster, with the added appeal of voice as well as superior graphics. You are given a Galactic Chart and a battle view at the beginning of the game and once you have positioned your Starbases you are fed information from the computer on board.

A female computer keeps you informed of your ship's state of repair. A male computer informs you of the number of Alien ships in each sector. A third 'robot' voice lets you know how your Starbases are. This game is a must for Intellivision Space gamers. □

STAMPEDE

MP001 Activision £24.95
1 1 variation
SKILL

This is Activision's first Intellivision-compatible video game. Similar to the VCS game of the same name (see separate review). □

STAR STRIKE

1323 Mattel Electronics £21.95
1 6 variations
SCI FI SHOOT 'EM UP

This game closely resembles the trench scene from the film Star Wars. The aim of the game is to shoot down as many enemy fighters as you can whilst you bomb the five missile silos below you. When you do, the enemy Death Star disintegrates and you are given a fanfare. This is certainly a cartridge to get if you fancy yourself as Luke Skywalker. □

SUB HUNT

3408 Mattel Electronics £21.95
1 4 variations
COMBAT SHOOT 'EM UP

Designed as the follow-up to Sea Battle, this includes several of the popular features used in the first game including the world map. The enemy hurls depth charges at you so you must use speed and depth to win. □

SWORDS AND SERPENTS



IM10566 Imagic £29.95
1,2 3 variations
ADVENTURE

A game closely based on Dungeons & Dragons, set in a series of dungeons full of treasures and various nasties such as dragons and black knights. With control of the white knight, it's your task to pick up as much treasure as you can while trying to escape from the dungeon and defeating everyone in your path. You do receive some help from the wizard. He weaves magical spells to protect you if you can manage to guard him for the length of time it takes him to find spells. □

TENNIS

1814 Mattel Electronics £21.95
1,1v1 4 variations
SPORT

Mattel show their expertise in producing video sport games with this version of Tennis. The cartridge is surprisingly realistic and follows all the rules of the actual game. Younger players can't handle the rather intricate controls. □

TRIPLE ACTION

3760 Mattel Electronics £21.95
1,1v1 8 variations
COMBAT/SKILL

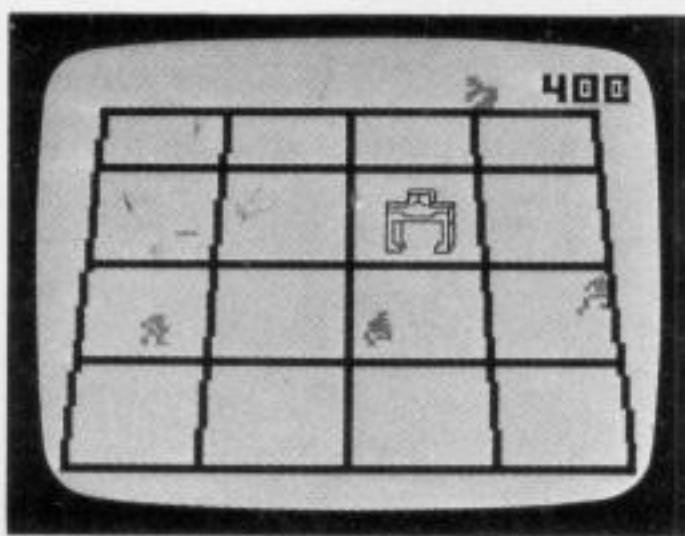
Intellivision's answer to Atari's Combat. Includes tank and bi-plane games as well as a racing car game that is reminiscent of Atari's Street Racer. The bi-plane game is probably the best on a generally above-average cartridge. Pretty good value for money if you like the subject matter. □

TRON DEADLY DISCS

5391 Mattel Electronics £21.95
1 4 variations
MOVIE TIE-IN

This is the first in the trilogy of Tron's cartridges based on Walt Disney's film.

Beginning with a little red Tron figure in the centre of a game grid, a series of three doors open and three Blue Warriors run out, throwing their discs at Tron who must avoid them and use his own to retaliate. After this, another wave of warriors appear. While this is happening, you're trying to block the doorways, either by running into them or throwing your disc at them. Once you have blocked two on opposite sides of the screen you can have a wraparound escape route rather as in Pac-Man. If you knock out too many doors, a Recogniser will come to fix them. However, if you manage to wound him while he is mending a door you can send him lurching off the screen, sparks flying. A game with wide appeal. □



Tron Deadly Discs

TRON - MAZE A TRON

5392 Mattel Electronics £25.95
1 4 variations
MOVIE TIE-IN ADVENTURE

Probably the poorest of the three Tron games available. The game is set on a series of four scrolling circuit boards along which you have to run until you find the one with your target - the MCP (Master Control Program). As this relies on luck rather than skill, which means that even a veteran can be stumped, the game can be infuriating. □

TRON SOLAR SAILER

5893 Mattel Electronics £29.95
1 single game
ADVENTURE MOVIE TIE-IN
needs Intellivoice module £45.95

The third and easily the best of the Tron games available. As it needs an Intellivoice, it works out to be fairly costly. This game depicts the final scene in the film where Tron, his girlfriend Yori and 'User' Flynn steal the prototype craft Solar Sailer that is propelled by light beams in the sky. They steal it in order to cross the Sea of Simulation to reach and destroy the MCP (Master Control Program). In the game you are equipped with a code to use against the MCP but to reach it you have to negotiate a hazardous journey first of all. If you're going to buy a Tron game, then get this one. □

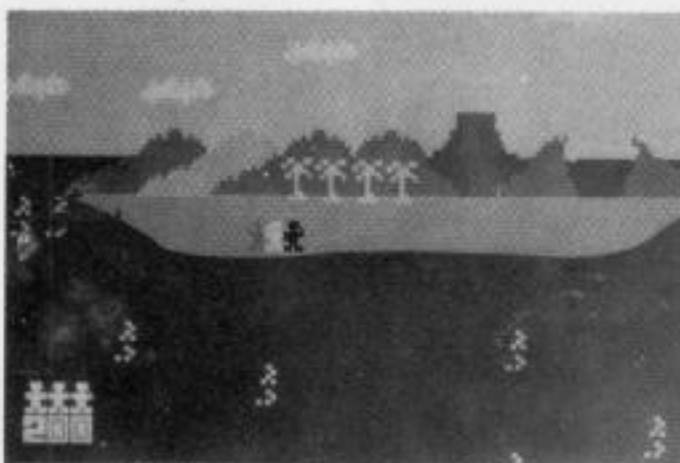
TROPICAL TROUBLE

IM7605 Imagic £29.95
1,1+1 4 variations
SKILL

NEW!

This is the sequel to Beauty And The Beast. It features all the same characters and, as before, you play Bashful Buford who is after Horrible Hank - he's the one who has pinched your girlfriend. Perhaps Buford ought to consider finding himself a new girlfriend, one who isn't so much trouble. This time she's been taken to an island and Buford must battle his way through several different scenes, dodging obstacles in an attempt to get back his girl. You begin by avoiding rolling boulders and go on to dodge lava splats and other such nasties until you reach the bridge at the far side of the island. This you must cross in order to push Hank into the water.

A far better game than Beauty And The Beast because it has a more original storyline: the former looked a little too much like Donkey Kong. □



Tropical Trouble

U.S. FOOTBALL

2610 Mattel Electronics £15.95
1,1v1 2 variations
SPORT

This cartridge may well become popular with the recent interest in

American football that has been sparked off by the Channel Four coverage. There are 180 offensive and defensive plays and you can pass, punt and even fake. □

UTOPIA

5149 Mattel Electronics £21.95
1,2 single game
ADVENTURE

In this game you are the ruler of the island paradise Utopia. You have the job of organising your people's requirements, such as food, crop growing, clothing, jobs and shelter, as well as protecting the islanders from infiltrators.

If this sounds like the sort of game for you, bear in mind that one game can last all day, literally. □

VECTRON

5788 Mattel Electronics £29.95
1,1+1 4 variations
SCI FI SHOOT 'EM UP

One of Mattel's most colourful space games, in which your task is to use your droid Vectron, to build laser bases and destroy enemies such as the Hungrees and G-spheres. Careful tactics are needed to win at this fast moving space game. □

WINTER OLYMPICS

4552 Mattel Electronics £25.95
1,1v1 2 variations
SPORT

Licensed to be the official video game for the 1984 Winter Olympics in Sarajevo around Christmas time. It features two events, Ski Jumping and Bobsleigh Running, which you must win in order to take the gold medal home. □

WIZARD OF WOR

COL76356 CBS Electronics £29.95
1,1+1 4 variations
MAZE SHOOT 'EM UP

Good quality graphics and sound (being slightly better than the VCS version) but a little sluggish in terms of control. The disc isn't ideal for the sort of manoeuvring needed to succeed in this maze game. □

WORD FUN

1122 Mattel Electronics £15.95
1,1+1 4 variations
EDUCATIONAL

Along the same lines as Math Fun, this game is set in a jungle. You control a gorilla who has to pick up letters from the palm trees and make up words with them. □

VECTREX

A new system with genuine arcade graphics and sound

MB's Vectrex
Available: now

Price: £150

MB's Vectrex is the latest and some say the greatest video game system produced to date. What makes it so different from the rest is that it's not so much a video game system as a home arcade system.

So what exactly is a Vectrex? Well, it is a small, upright, matt black console with a built-in nine inch vertical screen and a fold-away controller. The screen is not like a conventional TV screen at all. To begin with, it's longer and narrower in shape and in addition, it obtains pictures using a process called Vectorscan.

There are several advantages in having a built-in screen. One is that the internal computer (the heart of any video games machine) can 'talk' to the screen direct, so the picture quality will be better as a result. Another is that you are free to use various ways of making graphics to give a better overall result.

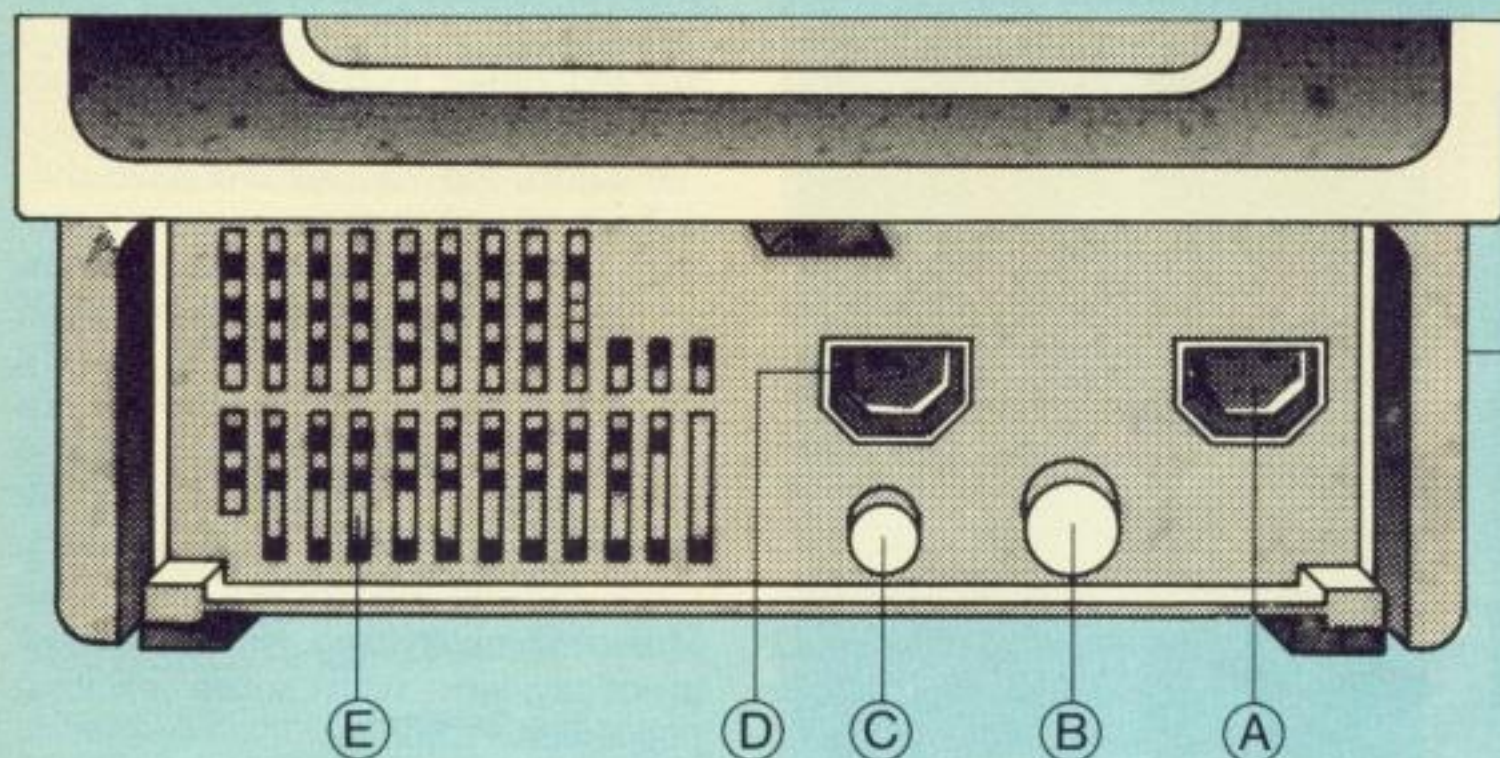
Conventional television screens are capable only of producing what are known as Rasterscan graphics. These are achieved by plotting little squares, or 'pixels' onto the horizontal lines of the television screen. With Vectorscan graphics, points are plotted from the centre of the screen and joined together directly by points

of light called Vector-Beams. A conventional TV screen changes the picture only 50 times a second, which is perfectly adequate for normal TV viewing but is in fact quite slow by computer standards and certainly not up to arcade speed.

With the Vectorscan process, diagonal lines can be achieved far more easily than with any rival system. It can also produce a 3D effect, for example space station spinning. However, there are two drawbacks with Vectorscan graphics and the Vectrex screen. The first is that it is black and white, with colour introduced by means of tinted colour overlays that fit snugly over the



VECTREX COMPETITION



So many of you didn't like cutting up your copy last time, we've decided to put all the competition entry forms together on page 63.

Here's another chance to win your own Vectrex, the superb new home-arcade game from MB Games. We would like to give it to somebody who really wants it, and will give it a proper home. So here are a few questions to test your knowledge. After all, if you really want to win one, you've no doubt found out all you can about it, haven't you?

Here then are a few questions to see if you've been paying attention.

1 Which game do you get free with the console

- a Star Wars
- b Minestorm
- c Rip Off

2 Does the free game come:

- a In a separate box
- b As a cartridge, packed in the same box as the console
- c Actually built into the Vectrex

3 In what way does the Vectrex form the pictures on its screen

- a Like any ordinary TV
- b Special Rasterscan graphics
- c Vectorscan graphics

4 Where does the controller fit when the Vectrex is packed away for the night

- a Into a special drawer
- b Hangs up at the back
- c Clips into a space under the screen

Pair up the descriptions with the features on the owner's eye view of the Vectrex console. Not as easy as it sounds! There's one feature listed here that doesn't actually exist — you've just got to decide which it is.

- 5 Cartridge slot.
- 6 Second controller socket.
- 7 Volume control.
- 8 Reset game button.
- 9 Loudspeaker.
- 10 First controller's socket.
- 11 On-Off switch
- 12 Socket for voice accessory.

The Rules

- 1 The prize will be awarded to the entrant who correctly answers the five questions above and, in the Editor's opinion, gives the best answer to the tie-breaker details of which are on page 63.
- 2 Entries are welcome from any country, but the prize is to UK voltage (240v AC) and servicing cannot be guaranteed outside the British Isles.
- 3 Entries must be received by November 30th, 1983. Winners will be advised by post and their names will be announced in the spring issue of TV Gamer.
- 5 Entries will only be accepted on forms cut from TV Gamer. Photocopies are not acceptable.

VECTREX SYSTEM REVIEW

screen. Also circles can't be drawn, but instead have to be constructed with many small lines.

As well as the Vectrex graphics being of arcade quality, the sounds are too. The sound chip used is the same one used in many of the coin-ops. Being different from the other home systems in the ways described has enabled Vectrex to obtain many arcade licences – not only for most of the coin-op Vector games but some TV-type games as well that are already out in home Rasterscan format such as *Berzerk*.

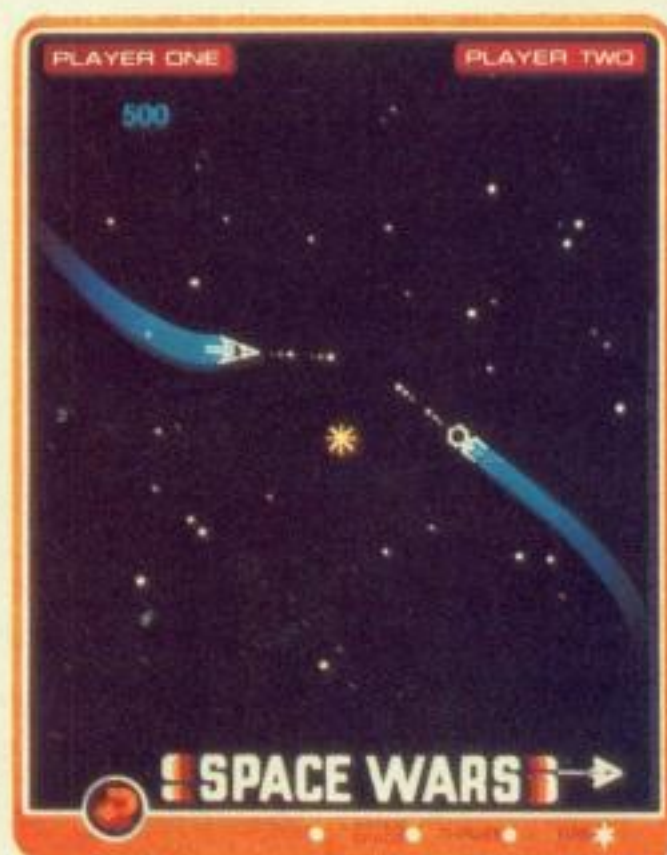
Another important aspect of any games system is the controller. The Vectrex controller comprises a 3-position, self-centring joystick and an arcade-type action button, both of which can be programmed to do different things according to which game is being played. Both the joystick and the action button are highly responsive. There is a socket to take a second controller, which is sometimes needed for two-player games (these are indicated in the software review section). This costs around £25.00.

The Vectrex is no less impressive inside. Its internal memory capacity is a staggering 64k RAM, which is bigger than any other unexpanded system on the market. Programmed into the memory is a game called *Minestorm*, which is reviewed in the software section. In addition to these and the sound chip mentioned earlier, there is also a built-in voice synthesis circuit so that when voice games become available there'll be no costly voice adaptor to buy in

addition. *Spike* will be the first game to use this voice capability.

The future, too, holds some exciting new developments for this powerful system. The first of these is a light-pen with which you can draw on the screen, and which will become incorporated in games. A computer keyboard is also being developed, as well as a Word Processing package for the business-minded. For the gamer there will be the world's first genuine 3D video game that does not use the screen. Instead, the picture (or pictures, as you need two for 3D) are fed direct to a futuristic helmet that you have to wear to play.

In short, the Vectrex is a powerful, self-contained system that will not only free the family television from gaming but is also portable enough for you to take round to a friend's house or indeed anywhere where there is a mains socket handy. It's the ideal system for Space gamers but not for fans of 'cute games' which have curved characters like Pac-Man or Donkey Kong. Nevertheless a great system with some exciting possibilities ahead.



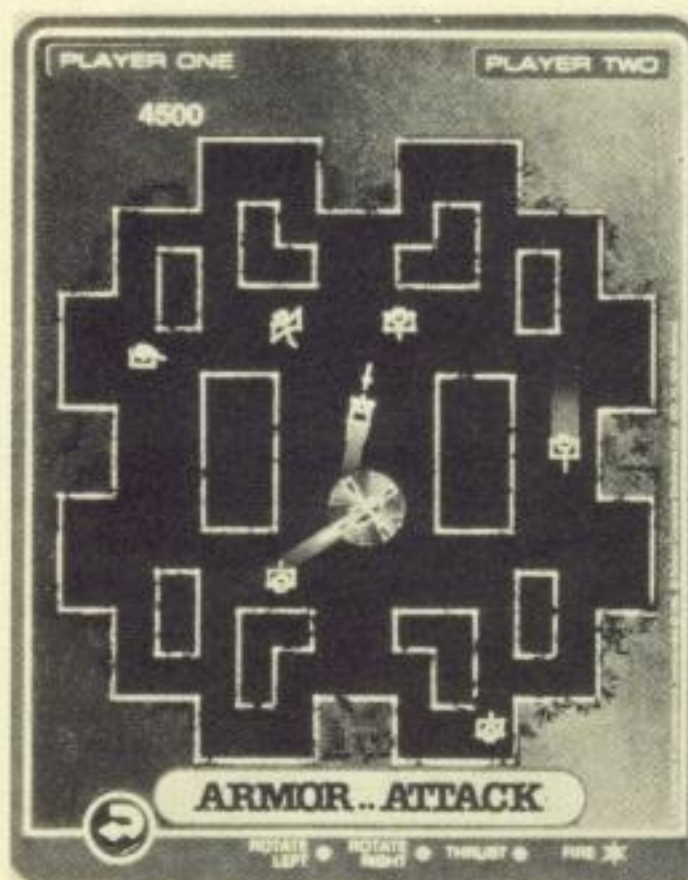
ARMOR ATTACK

8124 MB Electronics £19.95

1,2 2 variations

COMBAT SHOOT 'EM UP

This is basically the Vectrex answer to Atari's Combat cartridge although it's been updated for the 80s. The enemy has overrun your city, most of your army has been slain, and you're alone in an armoured jeep equipped with missiles. The enemy tanks and helicopters have been alerted to your position and are on their way in groups of two, three, or more, with guns blazing. The two player version, which needs an additional £25 controller available from Vectrex stockists, is even better. In this you are pitted against the tanks and 'copters as a two man team with two jeeps. A must for all those who enjoyed playing Atari Combat. □



BLITZ

8131 MB Electronics £19.95

1,2 2 variations

SPORT

This is the first sports game to come from the programmers at Vectrex. A simulation of American football, it needs an additional £25 controller for two player variations. A rather disappointing simulation as the two teams are represented by 'X's and 'O's, not by actual figures. If you're not a US Football addict, this game won't really appeal, but all fans will find it pleasing. The cartridge features an extremely challenging one player version. □



CLEAN SWEEP

8122 MB Electronics £19.95

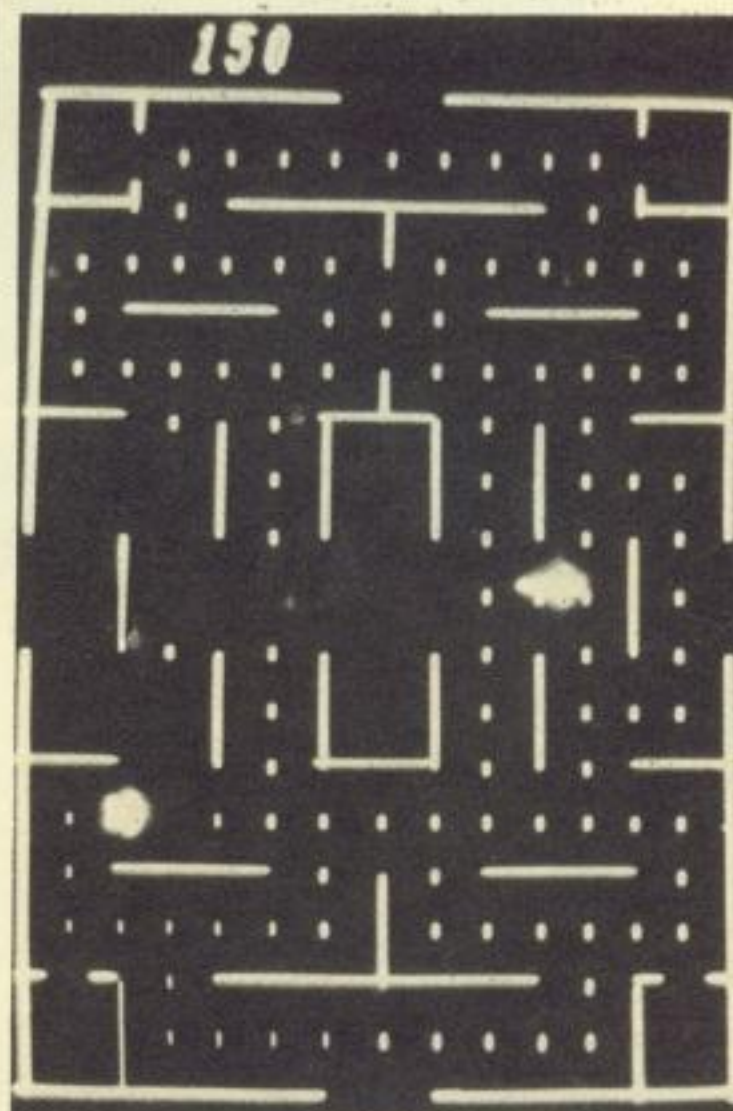
1,1+1 2 variations

MAZE

One of the main disadvantages of the Vectrex is the fact that Pac-Man type maze games are very tricky to bring off using Vectorscan graphics, which is why arcade hits like Pac-Man and Donkey Kong use Raster graphics. However, Clean Sweep sets out to break this tradition. The maze is set inside a

bank vault and you're a vacuum cleaner sucking up all the money scattered around the vault. As you can't suck it all up in one go, you have to unload every so often in the centre of the screen. Vicious Pincers come after you but you can fight back at them by going into one of the energy rooms positioned in each corner.

A fairly successful attempt at a maze game using Vector graphics, the first of its kind in fact, either in the home or arcade. □



Clean Sweep

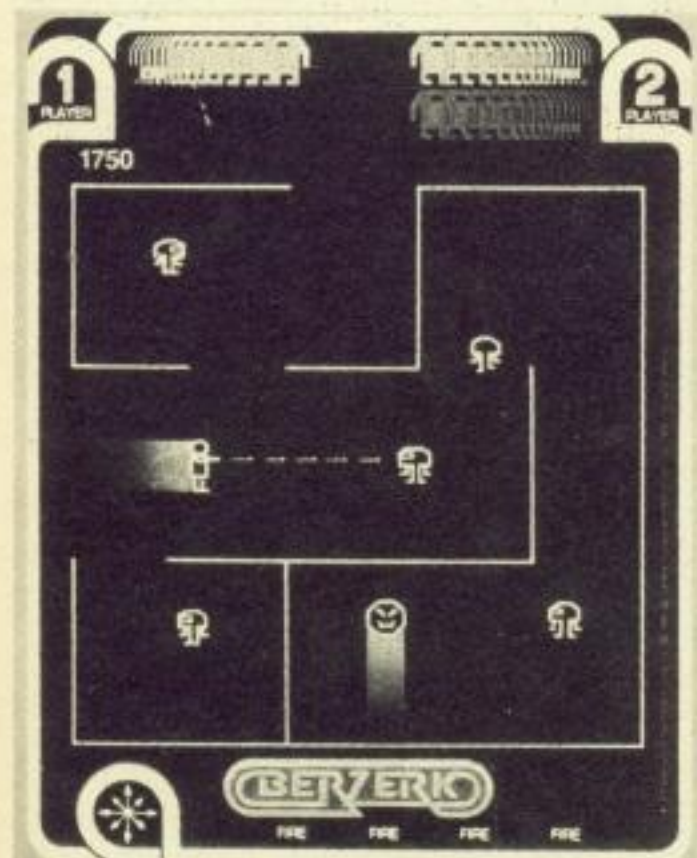
COSMIC CHASM

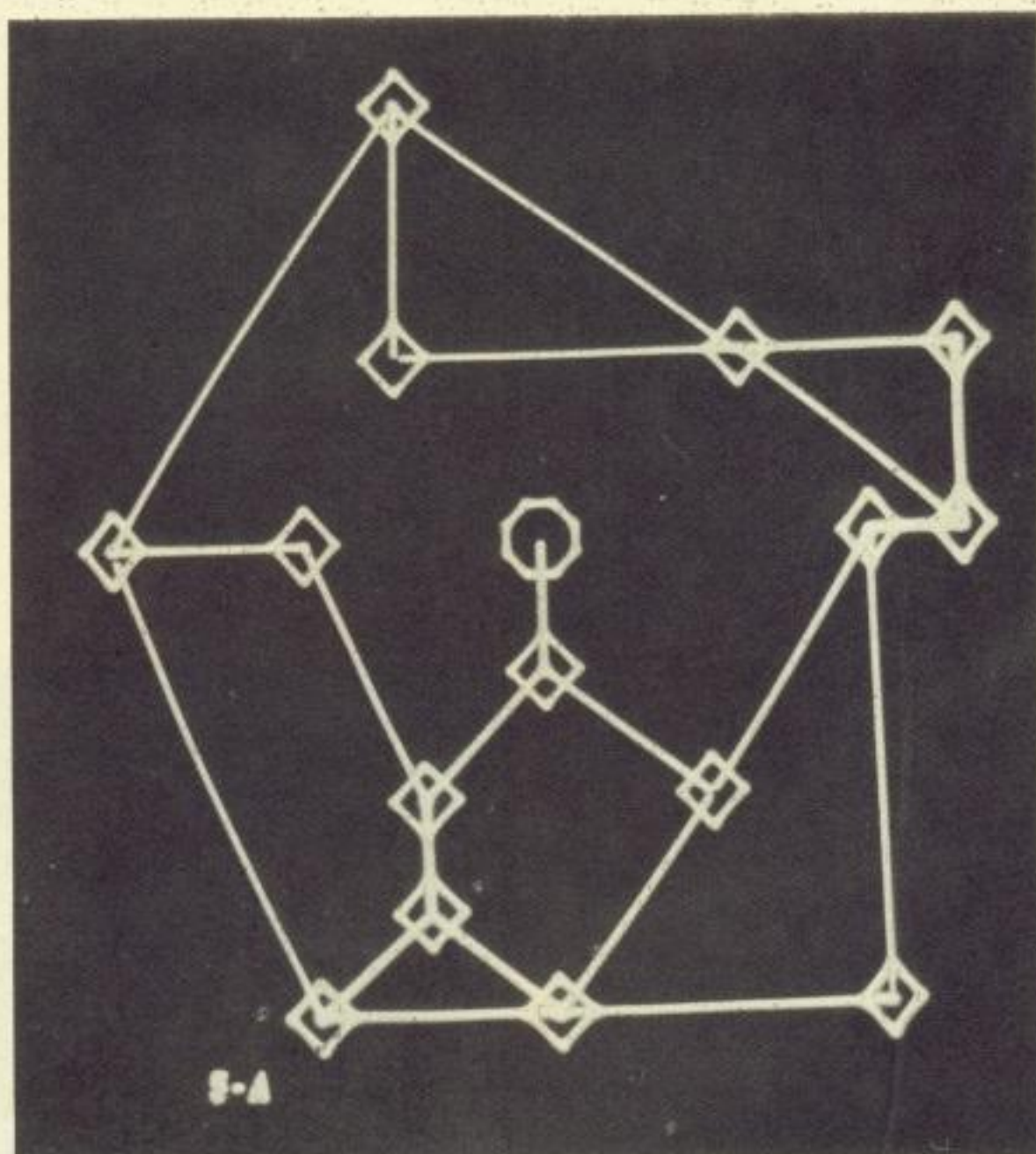
8126 MB Electronics £19.95

1,1+1 1 variation

SCI FI ADVENTURE

The object of this game is to blow up as many planets as you can before you lose all five of your lives. You are first confronted with a map of the interior of the planet, showing all the underground tunnels and rooms leading to the central core. You must reach this core and destroy it with a bomb in order to go on to the next planet. You only see this map for three seconds so you must be quick to plot the most direct route, otherwise you won't make it back before the bomb explodes. In each of the rooms leading to the core is an expanding centre which gets bigger the longer you take passing through. You are also faced with a group of drones hellbent on your destruction. This is certainly one of the most challenging and exciting Vectrex space games around. □





Cosmic Chasm

HYPERCHASE

8128 MB Electronics £19.95
1,1+1 2 variations
DRIVING

Hyperchase is the Vectrex equivalent to Atari's Night Driver and Coleco's Turbo. You are in the driving seat of a racing-car, pitted against winding roads and other cars. The only real problem with this game to start with is the over-responsiveness of the joystick, which only needs the most delicate of twiddles to send the car across to the other side of the road. As with Turbo the scene changes throughout the game. As the angle of the road alters too, steering requires skill. Some nice graphic touches are used and the sound effects of third and fourth gear are quite convincing. On the whole an absorbing game, although Vector graphics are less realistic than Raster graphics on car games. □

MINESTORM

MB Electronics included in console
1,1+1 1 variation
SCI FI SHOOT 'EM UP

This is the game built in to the Vectrex console and is very similar to the arcade version of Asteroids. Your ship starts off in the centre of the screen and your task is to destroy a number of objects that are bombarding you. The control is much the same as the arcade version except that a joystick replaces the rotate



buttons. Each time you clear one sheet of mines, you are sent to the next, with the mines increasing in number and difficulty. Great skill is needed to get beyond level seven or so. Both challenging and impressive to look at, this is to date probably the best game to come with a console. A game that should have long lasting appeal. □

RIP OFF

8129 MB Electronics £19.95
1,2 1 variation
SCI FI SHOOT 'EM UP

Another coin-op translation, but one of the better ones. You are guarding a cluster of valuables that the local space pirates want desperately and will stop at

nothing to obtain. The pirates will sneak in, pick one up and try to sneak off with it and then come back for more. You don't lose lives as such, but the game ends when all the containers have been swiped. A nice fast game with good graphics and sound but it doesn't have quite the same appeal as Scramble or Cosmic Chasm. □



SCRAMBLE

8129 MB Electronics £19.95
SCI FI SHOOT 'EM UP

Named as the best Mini Arcade Videogame cartridge of 1982 by the US Electronic Games Magazine, Scramble is a faithful reproduction of the popular arcade game of the same name. It differs only in being a Vectorscan, rather than a Rasterscan, game.

The aim is to shoot and bomb as many missiles, fuel tanks and camps as possible whilst you are on your way to the enemy HQ. There are five different phases to complete before you reach it, all posing very different problems. Destroying the HQ is by no means easy but can be done if you're skilful. This is by far the best game in this category around at the moment and it is the first cartridge you should buy if you're getting or already have a Vectrex. □

SOLAR QUEST

8121 MB Electronics £19.95
1,1+1 1 variation
SCI FI SHOOT 'EM UP

A space game which, refreshingly, involves a lot more than simply shooting everything in sight. Set in space, with a sun in the centre which can destroy you on impact, you control a highly responsive Starfighter with which you must destroy all enemy craft. Once you destroy an enemy ship a small life pod remains. Picking this up is a great boost for your score. Your task is made more difficult by the fact that the pods drift

helplessly towards the sun, plus the fact that there are other baddies to avoid.

Success requires complete mastery of the controls of your craft, as skilful manoeuvring can mean the difference between life and death. Certainly one of the better space games available for the Vectrex. □

SPACE WARS

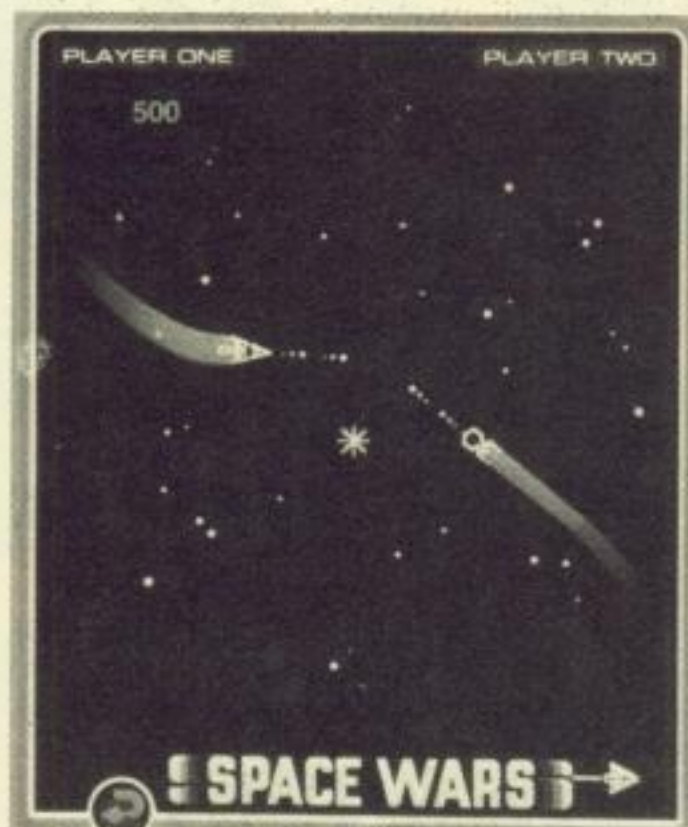
8130 MB Electronics £19.95

1,2 1 variation

SCI FI SHOOT 'EM UP

Despite the name this game actually came out before Star Wars was even written. It started out life as a Mainframe computer game back in the mid 60s and was later turned into a coin-op by Cinematronics in 1975. The basic idea is very simple – you have to shoot down ten of your opponent's ships before he does the same to you. Added excitement comes from the fact that you and your opponent are given limited fuel and laser fire, so by getting your opponent to chase after you firing as he goes, you'll be at a distinct advantage, as he's likely to run out of ammo or fuel before you do. Even if you don't manage to hit your opponent's ship fair and square, a glancing shot can cripple and slow it down, making it an easier target.

Space Wars is, in addition, among the most challenging one player games available on a home system. The computer adversary is quite intelligent and knows all the tricks in the book. For two players, the game requires a second controller costing about £25.00. Altogether a challenging, infuriating but highly enjoyable game and an excellent addition to any Space gamer's library. □



STARHAWK

8127 MB Electronics £19.95

1,2 1 variation

SCI FI SHOOT 'EM UP

If you're one of those people who still like a good old fashioned shoot 'em up but find adventure games too much like hard work, then this is the game for you. You don't have to worry about destroying the wrong ship, you just blow up everything in sight. Neither do you have to worry about getting blown up, because you can't! The game is played on a timed basis, beginning with 60 seconds playtime which gets extended by 20 seconds for every 10,000 points scored. You control a cursor around the screen with the joystick, and button number four controls the firing. The setting and shapes of some of the ships in this game are (quite

coincidentally) reminiscent of those in the Death Star trench scene in the film Star Wars, so this game will not only appeal to Space gamers who don't want to use their brains overmuch, but also to budding Luke Skywalkers and other Star Wars fans. □

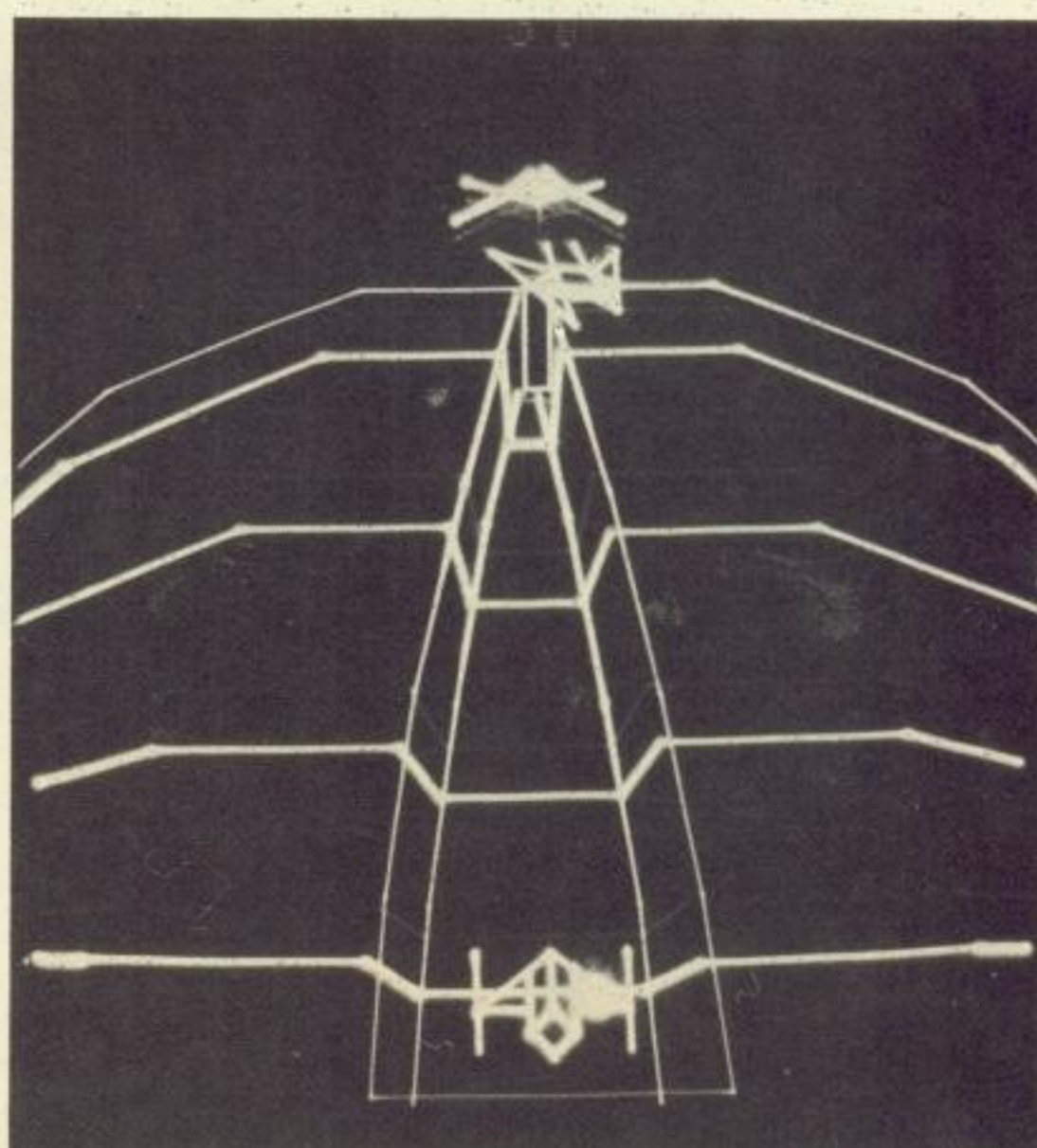
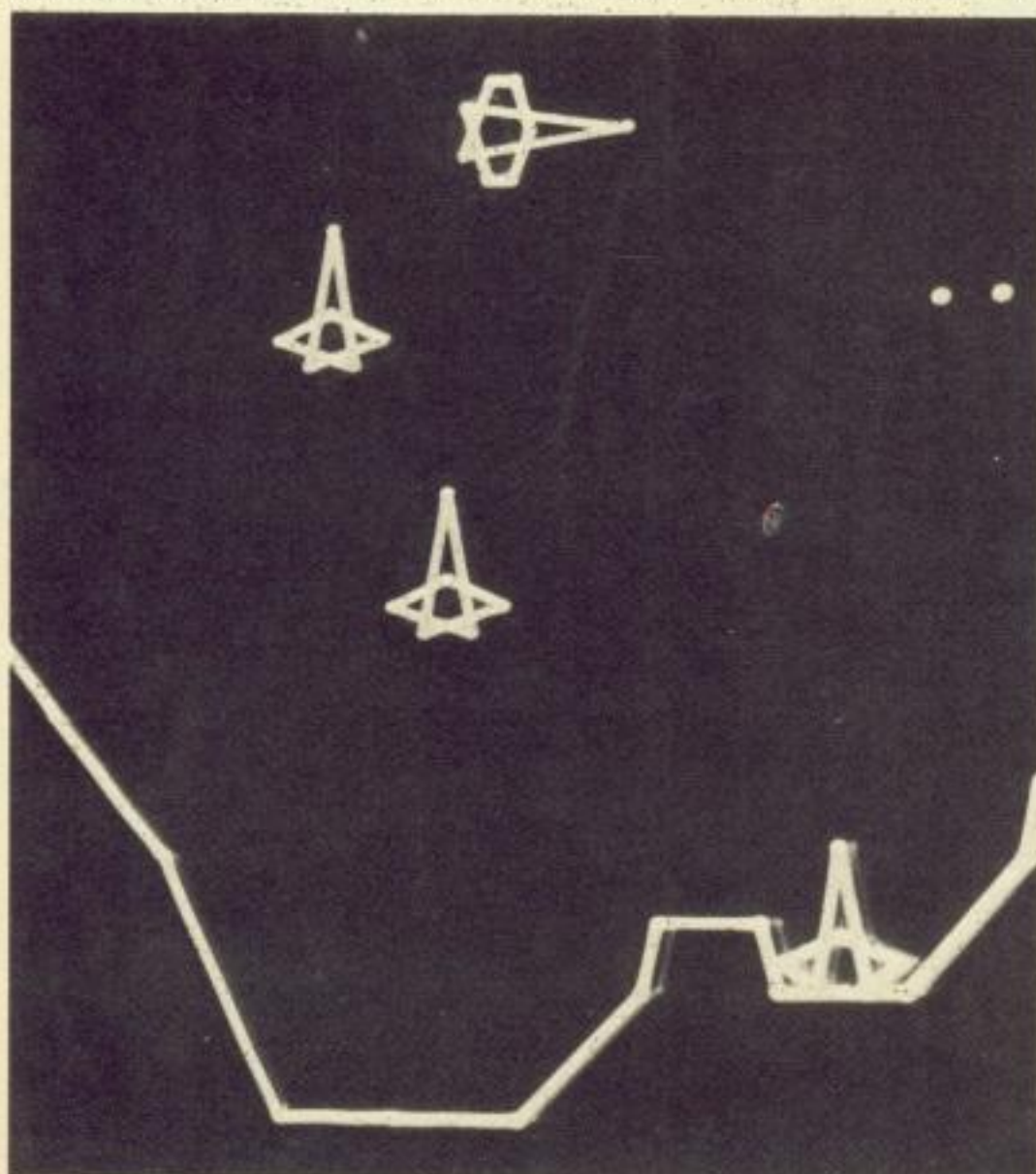
STAR TREK – THE GAME

8125 MB Electronics £19.95

1,1+1 1 variation

SCI FI SHOOT 'EM UP

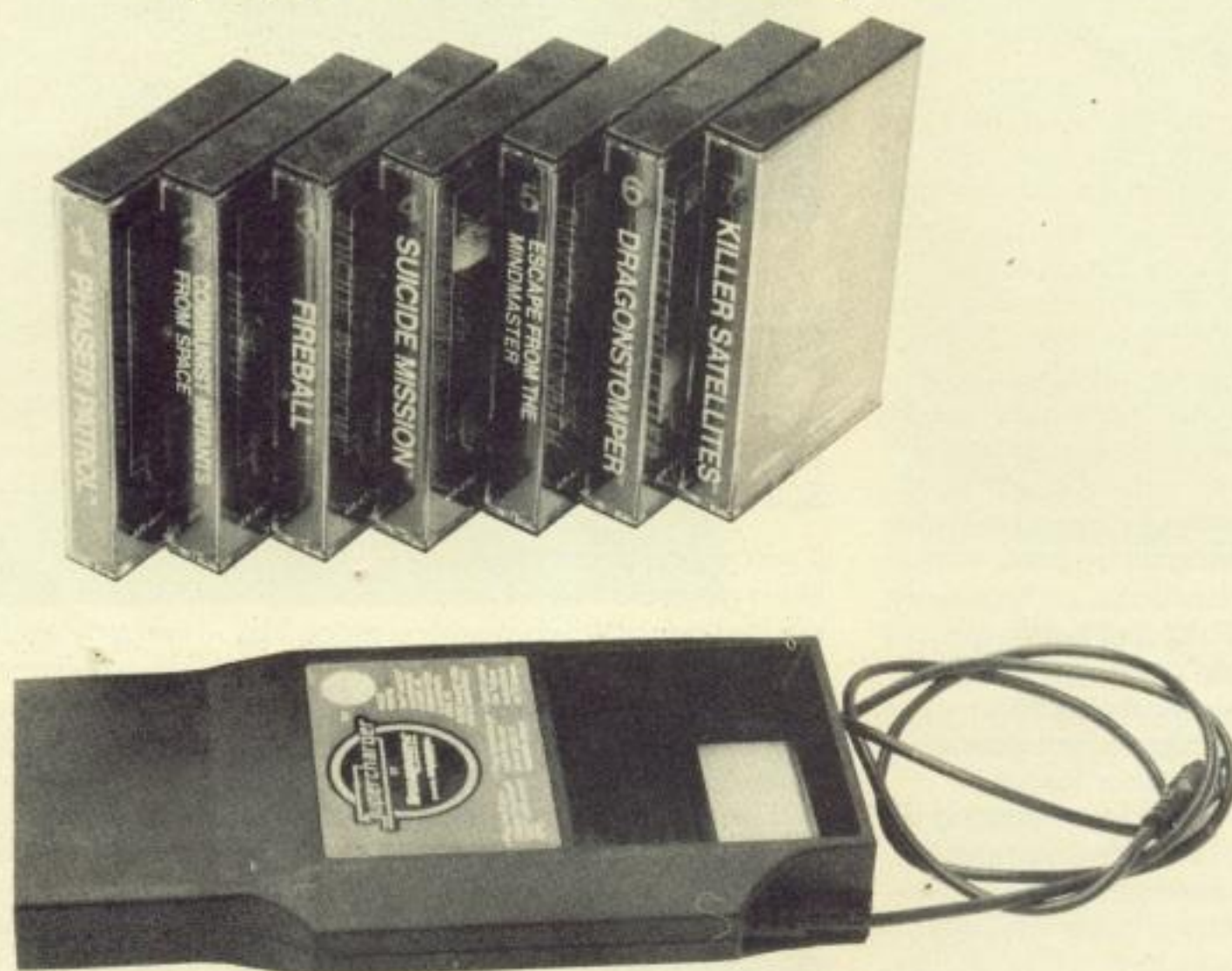
MB's answer to Star Raiders should really appeal to all Trekkies as it is loosely based on the immensely popular Star Trek film and television series. You assume the role of Captain Kirk (or Scotty if you prefer). Your task is to travel in the starship Enterprise through seven sectors of a galaxy in order to reach the Klingon mother ship which can only be destroyed by a single precise hit. En route you encounter a continuous pummeling from the Klingons and the Romulans, who are out to deplete your energy and laser supplies and by so doing eventually destroy the Enterprise. Help is at hand, though, in the shape of a friendly Star Fleet space station where you can dock to replenish supplies. There is also a Black Hole which serves as a short cut to sector seven. The graphics are very good as is the '3D' effect of the rotating space station and the debris of the Alien craft. This is definitely among the most addictive of the Vectrex space games available so far. □



Left: Scramble Right: Star Hawk

SUPERCARGER

The Supercharger from Starpath.
A new accessory from the States that
gives the VCS better graphics and the ability
to play games from cassette tapes.



Once upon a time, video games were video games and computers were computers, and it was quite easy to tell them apart. Computers had keyboards while video games had controllers, for instance. Then again, video games worked from cartridges, while computers worked from tape cassettes (which were slow) or direct from the keyboard (which was even slower). Most of this is now changing. Some computers now use cartridges and controllers to play games. And computer keyboards are promised to fit each of the systems covered in TV Gamer.

By upgrading the VCS to use more memory and to work from tape cartridges the Supercharger closes the gap still further.

What is the Supercharger?

It looks a bit like an over-sized cartridge with a lead coming from it. The Supercharger plugs into the cartridge socket of a VCS and the lead plugs into the earphone socket of any audio cassette player. From then on,

you just follow the instructions on the screen.

Inside the 'charger is 6k of Random Access Memory, which is initially blank, and 4k of Read Only Memory, which is programmed with instructions for the picture and sound creation. Starpath claim that these routines give superior picture quality compared to those originally built into the VCS. We've no way of electronically testing this claim but it can be confirmed that the picture certainly looks better and, in many Supercharger games, there does seem to be more going on simultaneously than there is in the traditional cartridge games.

But back to that blank 6k RAM. Having plugged the Supercharger into the VCS and switched everything on, the screen shows a starfield effect and instructions to 'Rewind Tape' and 'Press Play'. Do so and the screen goes blank for a second or so, then blue bands appear at either side of the screen, accompanied by a musical note. Every second or so, the blue bands widen and the note goes a little

higher, so you don't even have to watch the screen to know what's going on.

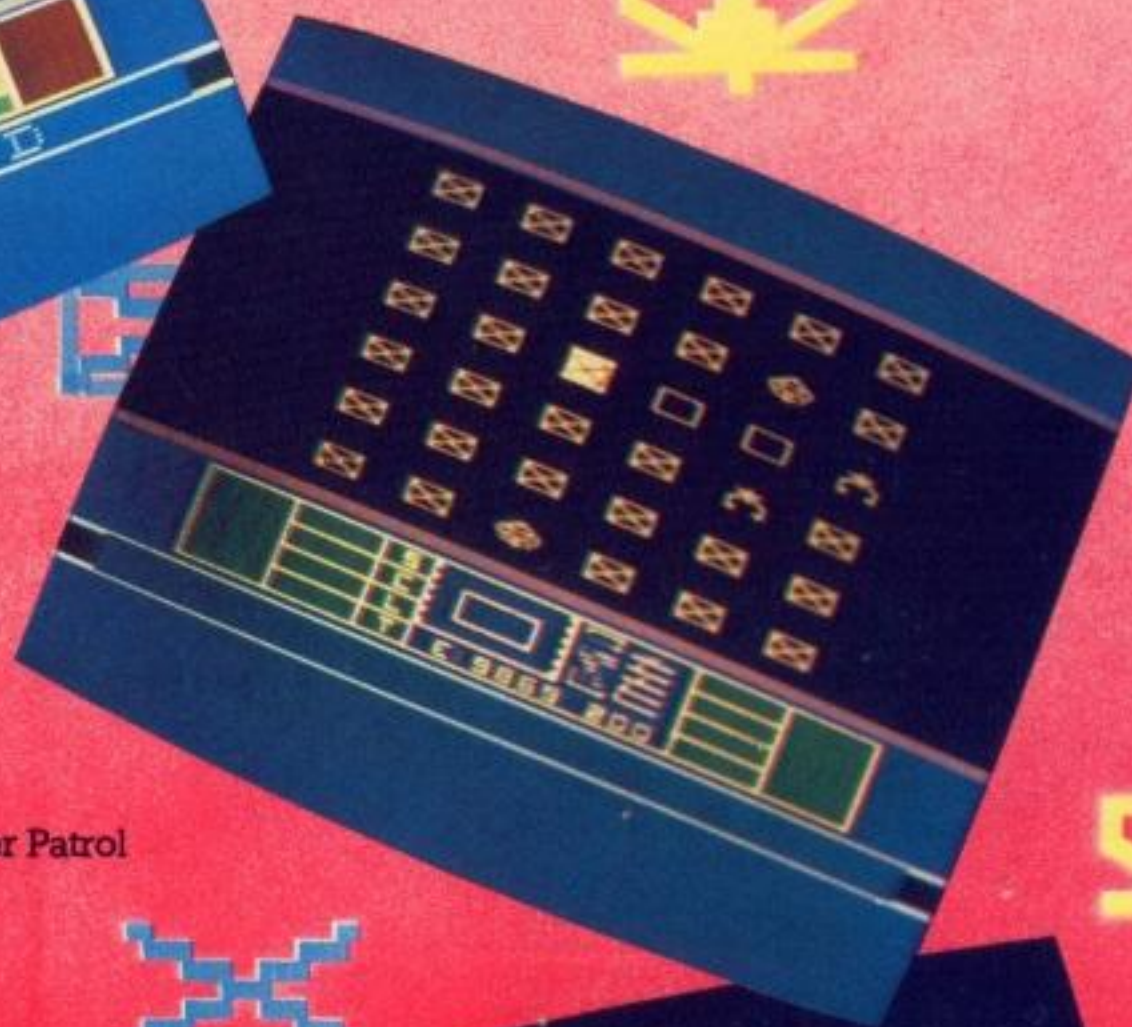
When the bands widen so that they meet in the middle of the screen – about 25 to 30 seconds – the display changes back to the starfield, with the instruction 'Stop Tape'. The 6k RAM is now filled with the program from the tape, and to the VCS it's just like any ordinary cartridge, though a rather cleverer one than usual. Once it's loaded, the program will stay in the Supercharger until you switch it off, and you can reset as often as you like without reloading.

Screen display

As well as being somewhat better graphically, several of the games made for the Supercharger have another feature seen only rarely on video games – words as well as pictures. There is a line at the foot of the screen reserved for 'command messages'. Sometimes these tell you about damage to your space ship (as on Phaser Patrol) sometimes they offer a choice of options (Dragonstomper). You get the



Phaser Patrol



Phaser Patrol



Fireball

usual full colour video game, too, of course. The words are used to draw your attention to things you might have missed, they are not a substitute for a picture, as in some cheap computer games.

Multi-Load games

This feature is new to video games, and unique to the Supercharger. In some games, such as adventures, there needs to be a constant change of scenery to prevent interest from flagging, and most games don't have sufficient memory to achieve this. The method adopted by the Supercharger is to load only the first phase of a complicated game. You play this, then you load the next part, play that and so on. Escape From The Mindmaster has no less than four such stages, each the equal of most game cartridges.

The Supercharger comes complete with one game cassette, Phaser Patrol, one of the best space cartridges TV Gamer has seen.

The above games are reviewed in the Atari software section.



Killer Satellites

ATARI VCS OWNERS

INCREASE THE PLAYING POWER OF YOUR ATARI 2600 VCS BY UP TO 50 TIMES



THE NEXT DIMENSION IN VIDEO GAMES

WHAT IS THE SUPERCHARGER?

The Supercharger plugs directly into the cartridge slot of your Atari VCS to increase its game playing power. With special digital electronics, it multiplies the VCS RAM memory by 49 times, from 128 to 6272 bytes. The Supercharger is unique, in that it can accept programs that have been recorded on standard audio cassette tapes. These are easier and less expensive to develop and market than plug-in cartridges and cost considerably less! The Supercharger is supplied with a standard cable and jack plug which will plug into the earphone socket of any domestic cassette tape recorder. Supercharger lets you play games with high resolution

graphics, faster action, and far more complexity. With the extra memory provided by the Supercharger you will now be able to play superior games which could not normally run on an unadapted Atari VCS because of its memory limitations.

MULTI LOAD GAMES - For added complexity and depth

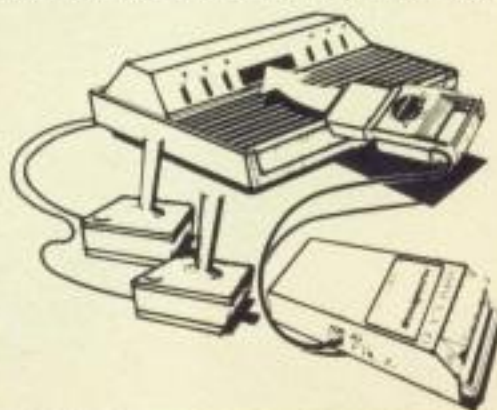
Cassette tape allows Starpath to offer unique Multi Load games. Games like Dragonstomper and Escape from the Mindmaster include several 'loads' on one cassette. When you have finished the first part of a game, you can then load another program giving a different screen or type of game play, thus continuing the game in several distinct parts. This feature is particularly useful in adventure type games. Multi Load games offer complexity and depth that no conventional ROM cartridge game can currently compete with.

FREE CASSETTE - Phaser Patrol (Two screen game)

The Supercharger comes with a highly acclaimed and award winning Phaser Patrol game, and costs only £39.00 including VAT.

Details of all the games are given below. For further details, complete and return the coupon below.

£39



PHASER PATROL (FREE!)

Phaser Patrol is a single load game which is FREE with the Supercharger unit. A space game, it has two screens, one featuring the intergalactic battlefield, (below left), and the other showing a Sector Map (below right). The game begins when the devious 'Dracons' launch a surprise attack and you belong to the force which must prevent them from reaching earth. The sector map enables you to warp-hop from one sector to another and it also tells you in what areas the Dracon ships are, so you will need to refer to it before you go into battle. As well as telling you the location of the Dracons, the map shows you where your starbases are, these can bail you out if you get into any trouble. When you have decided on the sector of Dracons to attack, you can go on to the second screen, the battlefield. On this screen you have a view of the vast galaxy ahead and a control panel to keep you informed of your position. A one player game, Phaser Patrol is a highly detailed action packed cassette.



MUTANTS FROM SPACE

Single Load action from Starpath, just as soon as you begin this game you will be under attack. Your task is to vapourize the mutant warriors before they overrun your home planet. Up to four can play and the screen keeps track of the highest score. As well as having nine difficulty levels and two speeds, Communist Mutants from Space (it's full title), has got several features which make it an exciting game cassette providing a variety of options. The real skill in this game however, is winning without using the special features that it offers you! Price: £14.30+VAT=£16.45



FIREBALL

You are a juggler, and able to juggle anything from china plates to daggers! Your task in this Single Load game is to smash wall after wall of blocks as you juggle with red hot FIREBALLS! When the ball comes down from the top of your screen, catch it, and then release it back at the wall of blocks. You can score up to a million points! And, if you get to proficient at one pattern of blocks, there are another four to choose from! Up to 4 players can take part in this game and up to 6 fireballs can appear on the screen at once. Be sure you don't get burned! Price: £14.30+VAT=£16.45



KILLER SATELLITES

You are the only test pilot of the one rocket ship that can protect the earth from an alien attack of molten metal. The invasion has started, have you the courage and skill to save mankind? A Single Load game, Killer Satellites is for 1 player featuring 2 difficulty settings as well as a 'rapid fire' mode. Other features include: a fuel level indicator; a laser overheat monitor which indicates the temperature of your gun; a global radar scanner and an energy barrier, which can be used to protect you from some of the alien projectiles... but not all of them! Price: £14.30+VAT=£16.45



SUICIDE MISSION

Your mission in this game is to shrink down, smaller than a speck of dust, to do battle with a deadly killer virus deep within a human body. Equipped with a microscopic submarine, head for an infection, perilously close to the heart, and towards a fight where you are heavily outnumbered. This is arterial warfare at its finest. Fire at one of the many germs, and it divides into two. Fire again and the numbers increase once more. A 1 or 2 player game featuring protective shields and two different shooting styles, Suicide Mission has three difficulty options. Price: £14.30+VAT=£16.45



DRAGONSTOMPER

Dragonstomper is one of Starpath's Multi-Load cassettes. An adventure game, you've been swept through a time tunnel, right back to the age of warlocks and wizardry. Your mission is to find the Amulet of the Druids. There are clues, but not all easy ones. There are peaceful lakes and forests as well as deadly perils and lurking somewhere is a very vengeful dragon. There are many rewards along the way, but few will reach the final goal. The MULTI LOAD feature gives you THREE separate game segments, for longer, more challenging game play. Price: £16.91+VAT=£19.45



ESCAPE/MINDMASTER

A Multi-Load cassette, your task in this game is to escape from the alien Mindmaster's laboratory, where he has held you as a specimen for study. To win your freedom, you must pass through six 3-D mazes, with each of them being more complex than the last. The first 5 mazes have problems to solve and some surprise intelligence tests. The sixth maze is something special! As this game is too complex to load into your Atari at one time, it loads in FOUR different sections, a feature of the extra play power of the Starpath MULTI LOAD cassettes. Price: £16.91+VAT=£19.45



VIDEO GAME CLUB

In a fast moving market like video games, it is difficult to keep up to date with all the developments that take place. With new programmes and accessories being introduced at a fast rate by several different manufacturers, it is impossible to get all the information you require from one manufacturer alone. It is for this reason, that we have set up owners clubs for the more popular video games and home computers, to keep you fully up to date with what is going on with your particular machine. As far as we know, Silica Shop are the only company to offer such clubs, but that is not surprising since we are the specialists. We currently have FREE clubs for the Atari VCS, Atari 400/800 home computers, and Mattel Intellivision. Soon we will have clubs for Colecovision, Aquarius and Vectrex. So if you own one of these machines, fill in the coupon opposite, and we will enrol you FREE OF CHARGE in the club relevant to your computer or video game.



01-309 1111

SILICA SHOP

SILICA SHOP LIMITED, Dept STGA 0983,
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
Telephone: 01-309 1111 or 01-301 1111

FREE LITERATURE

FREE LITERATURE — Please send me your FREE LITERATURE and catalogues on the following items:

OWNERS CLUB — I already own the following products, please enrol me in your FREE club:

Mr/Mrs/Miss: Initials: Surname:

Address:

Postcode: STGA 0983

FREE LITERATURE

Club News

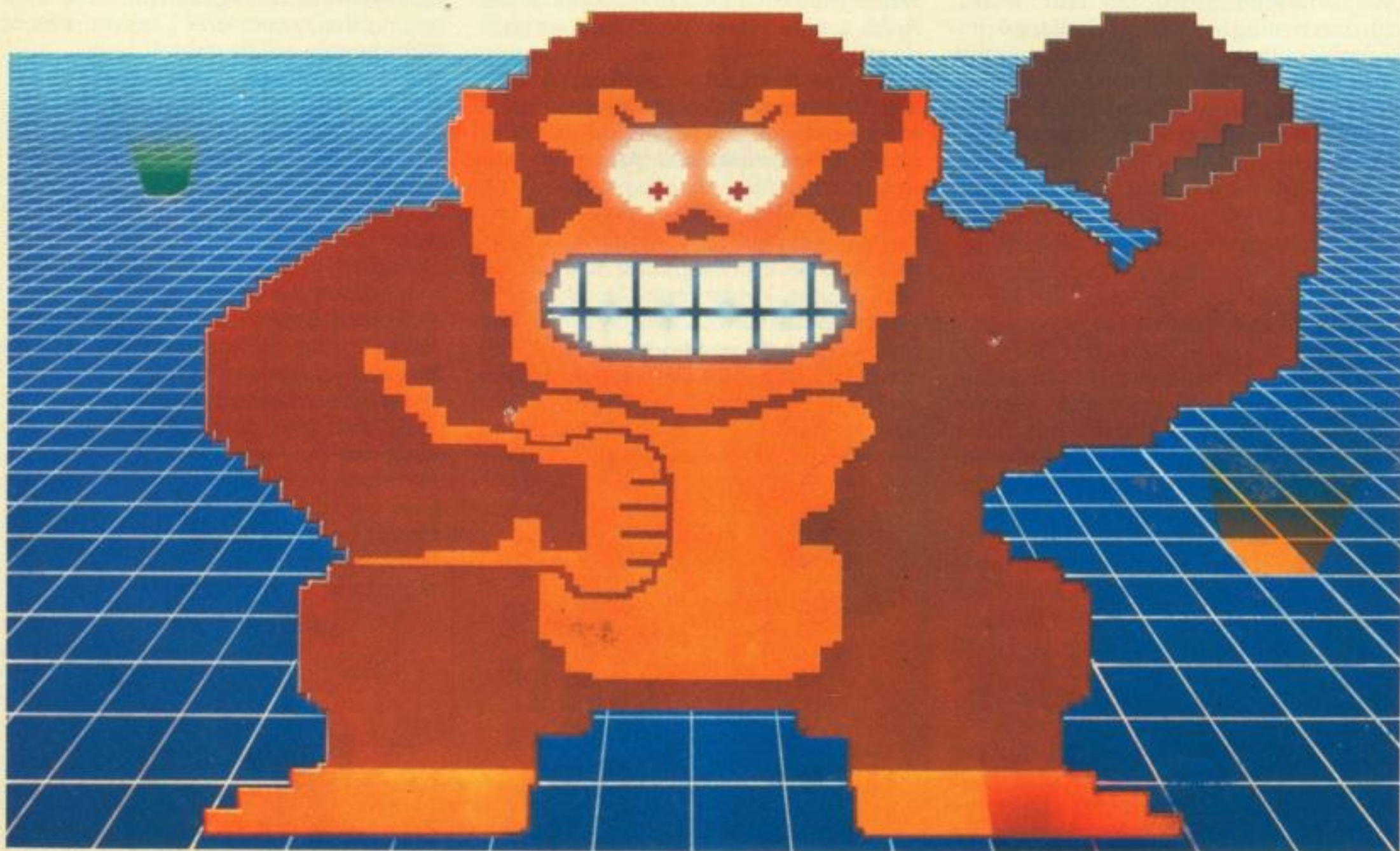
Welcome to your own part of the magazine!

This is where we hand the reins over to the readers. We'll print anything we think will be of interest to others. Praise, complaints, help wanted or offered or, if you wish, you can use these pages simply to let off steam. However, if your problem is with your equipment, you should contact the shop you bought it from, or the manufacturer. If they can't, or won't, help then we'll try to straighten things out for you.

When it comes to the games, though, we're ready and waiting. If, our regular contributors don't know the answers, we'll try to find out from 'official' sources. But our biggest source of help will undoubtedly be you, the readers.

Have you ever noticed that comets are usually seen first by amateur astronomers? That's because there are only a few professionals around, and many thousands of amateurs. It's the same with Gaming. Most manufacturers don't even know all there is to know about their own games. Sometimes the designer deliberately hides something in the programme or perhaps there's a 'bug' even he isn't aware of.

The secret room in Atari's Adventure is the most spectacular we've found, but we also know of initials hidden in both Missile Command and Yars' Revenge, and there's something odd in one of the rooms in Raiders Of The Lost Ark. We'll give a year's free subscription to the first person who tells us something we didn't already know. We'd also like to hear from you if you have had any bad experiences with mail order firms, or if the club you belong to is extra good. And, if you're a would-be cartoonist or writer, why not drop us a few lines enclosing samples of your work. Don't send us complete novels or everything you've drawn since the year dot, a sample is all that is needed! Who knows you might get both your work and your name in print.



Our thanks to all of you who wrote in wishing to become reviewers. We've contacted a few people as well as short-listing some others who we may contact in the future. But, for various reasons, our panel of reviewers will always remain small. First, if we are to publish reviews in time for readers to see them before they buy the software then, obviously, we need to examine the cartridges before they appear in the shops. This means that we often review the early experimental prototypes called EPROMS (Eraseable Programmable Read Only Memory). There are only a few of these available for each game and, as well as us, they are needed by the suppliers' sales divisions for demonstrations to the major shops and stores. So the manufacturers don't usually let them out of their custody and when they do it's usually only for a short time, such as over a weekend. Secondly, because we have to have all our reviews (and letters) in by over a month in advance of publication, the fewer people there are reviewing, the easier the system is to administrate. Working so far in advance as we do also explains why most of the reviewers contributing to this issue are from the south east. However, we plan to include a northern influence as soon as we can.



Dear TV Gamer

Enclosed is my entry form to try to win the five new Atari cartridges. You may ask 'Why is he writing just to say that?'. Well, I am also writing to set you a challenge. It's a problem that's been driving me up the wall. It's this Raiders cartridge - I can't do it. I can't find the Black Market, the Well of Souls or anything (well almost). So Please! Please! Please! Please! PLEASE! could I have the solution. I would be very grateful.

Mr Paul Tower,
Luton

Dear Paul,

Don't worry, you're certainly not the only person who is having trouble with the Raiders cartridge. In fact, it is rumoured that even some of the Atari Programmers couldn't manage it without help, so consider yourself in good company.

The first thing you should do is read through all of the instructions, there are a lot of clues there but you do have to look closely for them. Read between the lines a bit as well. If you're still stumped then use these tips which will point you in the right direction - without spoiling the fun of discovery.

The first thing to do is pick up the grenade from the marketplace and use it to blow a hole in the side of the Entrance Room. Walk to the right-hand side of the

room - select the grenade from your inventory strip, press your right-hand control button and get the hell out of that screen otherwise you lose a life from the blast.

Once you've heard the grenade go off then go back and walk through the hole that has been made. Next go through the temple entrance before exiting to the lower right of the screen. You'll appear in the dungeon of the room of the Shining Light. Use your whip or gun to knock holes in the dungeon walls. To use your weapons you must be in motion - but stop immediately after you've done so. The wall will seal up if you bump into it after you've used your weapons. This wastes time as you will have to try to get out again.

The next important step is to find the head of the Staff of Ra, which can be located in the marketplace inside one of the baskets. It only appears occasionally so be patient and keep on trying. This object is used later, once you've reached the Map Room.

You'll need to visit the Black Market to buy a shovel. At the bottom of the screen a hard-bargaining Sheik is selling one for two baskets of coins. To get to the Black Market you must give the Black Sheik something (and it's not money).

To cross the Mesa Field you must use the Ankh (in any room except the Treasure Room). During your journey the Grappling Hook will be whirling around you. Move your joystick forwards to swing the hook out, backwards to haul it in. To jump to a Mesa move the Hook directly over another Mesa and press the action button. If you miss don't panic, just press the button again and you'll return to the centre of the Mesa Field. Jump down the Field towards the Map Room. When you reach the last Mesa, drop the Ankh, centre yourself and walk straight down.

You will find yourself walking along a strip of ground. Select the key and use it to find and enter the Map Room (the Map Room is invisible until you reach the entrance while holding the key). Continue holding the key until you have centred yourself on the pedestal. Then select the head of the Staff of Ra and wait until sunrise. Very soon the location of the Ark will make itself known to you. Finally, a riddle to help you on your way: 'With baskets of coins are Parachutes bought, to bring you closer to the Treasure sought.' If you're still stuck after that then there's a Raiders' Helpline on (0753) 24561.



Dear TV Gamer

Please could you tell me if the following Atari video cartridges are in this country yet:

Home Run
US Football

If they are, please could you tell me where one can get these cartridges. I've looked everywhere.

D.A. Simpson,
Leeds



Dear Mr Simpson,

Because they are both American games the chances are that few places will actually stock them. However we have had reports of PAL versions of these games being available. Your best bet therefore would be either to contact Atari's UK head office in Slough or to try Silica Shop at 1-4 The Mews, Hatherly Road, Sidcup.



Dear TV Gamer

When the new Atari 5200 comes out in Britain in the summer will you be doing a survey on it and its tapes? I am thinking of getting the system and I expect a lot of other people will be as well.

John Poulter,
South Ruislip

Dear John,

I'm afraid I've got a bit of bad news for you. The Atari 5200 will not now be launched in the UK or Europe. Commenting on the decision, Eric Salamon, Marketing Director of Atari International (UK) Inc said 'We are in a fast moving business of high technology. When we isolate a marketing opportunity we seek to fill that gap. Sometimes those gaps close and new ones arise before we can introduce the product. This has been the case with the 5200.' Atari will be concentrating on the 2600 and a new series of home computers as well as making software for other systems.



CLUB NEWS



Dear TV Gamer

I need some expert advice. I have an Atari VCS with five extra cartridges namely: Defender, Missile Command, Asteroids, Space Invaders and Street Racer, and I am seriously considering selling the whole package and buying a 4BK Spectrum. However, now I am not so sure. Read on! I purchased your very interesting magazine and discovered a video system I had not even heard of, the Coleco. After reading your obviously very enthusiastic write up about it I began to doubt my original decision. Should I buy the Spectrum or the Coleco?

You see, I wanted to move into a position where I would be able to programme my own games but, when you covered the Coleco's amazing assets, that's when the trouble began. You mentioned in your report that a keyboard will be available soon. Will that be of the membrane or typewriter type? How much is it likely to cost? How much would the adaptor for Atari cartridges be?

You mentioned there was an adaptor for the Atari coming out that would enable games or cassettes to be played. Will it be possible to put the Coleco adaptor for Atari with the adaptor for cassettes into the Coleco?!! (Work it out!)

Looking at the price of the Coleco system, I thought it was rather expensive, so is it likely to sell 12 million like the good ol' pioneering Atari and come down rapidly in price?

Well, would you please lend me your unbiased opinion and help me pick the right unit. I am having quite enough trouble bringing myself to part with my Atari, which I believe is truly the TV Gamer's best friend. I say this for I have heard no terrible things about the VCS from anybody. It really is (or it shall soon be 'was') a great computer system, it has been good to me and has given me no Aggro!!

Yours distressedly,
Paul Nugent,
Co. Antrim

PS. Keep up the good work on TV Gamer!
PPS. Let's hope the Coleco is as good as the Fender guitars made by the same company!

Dear Paul,

Fear not, the VCS is not dead yet; far from it. In fact, the VCS is now being regarded as the standard format, the VHS of video games. For the foreseeable future anyway there will be a VCS version of practically everything on the market. So don't think that you have to bury your VCS unless you really want to.

As for your dilemma concerning the Spectrum vs the Colecovision you must really ask yourself whether you want a computer that plays games or a game machine that computes. If you choose the latter then you must ask yourself how much you want to pay for your system. Undoubtedly the Colecovision system will work out more expensive but you will end up with a better system.

The Colecovision system (the console) can be bought for £147.95, the VCS adaptor will cost £49.95 as does the turbo drive module. The home computer module will have a full-stroke typewriter-type keyboard and not one of those thump-sensitive membrane keyboards. Although there is no fixed price on it as yet, my guess is that it will be over £400.

As far as we know the Starpath Supercharger will work quite satisfactorily with the adaptor, though we can't say for sure until we receive an adaptor for test. I hope that answers just about everything.



Dear TV Gamer

I have written to congratulate you on your first edition of TV Gamer. I thoroughly enjoyed reading it and found it very informative.

I would like to ask you a question about Fast Freddie, one of Atari's games that I often play at the amusement arcade. Could you please tell me whether Atari has produced this game or are in the process of developing it for VCS (Video game units).

I have had my Atari only three months, however, I have read a lot about it. I have only two cartridges, Combat and Pac-Man, but hopefully will further my collection soon - maybe by winning the Atari Video Cartridge Competition!

Finally I'd like to congratulate again all who were involved in the first edition of TV Gamer.

Sarah Rough,
New Romney

Dear Sarah,

Thanks for the compliment and glad you like the magazine. As far as we know, Atari have no immediate plans to bring out Fast Freddie in either VCS or 400/800 computer formats. However, in the States 20th Century Fox/Sirius games are bringing out a very similar product on VCS format. It's called Fast Eddie, but no plans for a UK launch are scheduled yet.



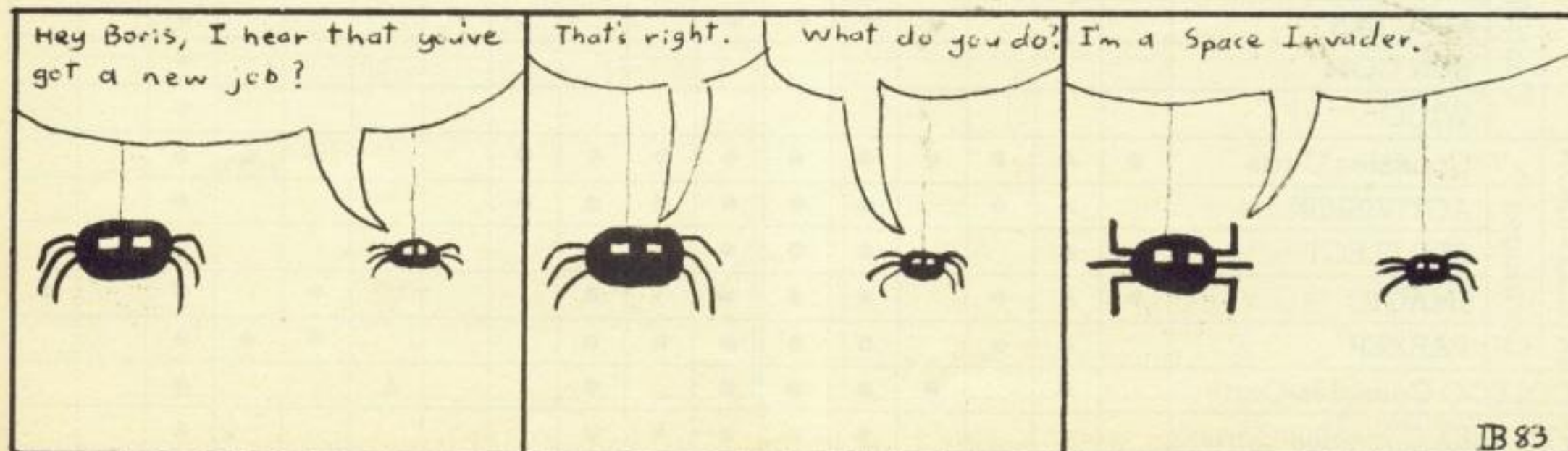
Dear TV Gamer

As I have just become interested in the Vectrex System, I saw your mag on the shelf and decided to purchase it. Although I only got it for the information about the Vectrex, I found the rest of the mag very informative and will be buying it each quarter. In the next issue could you feature the cartridge Star Ship as it was not featured in the Vectrex software reviews. All the best and keep up the good work.

Necromancer

Dear Necromancer,

For starters could you write and tell me the origins of that name? I'm intrigued. Secondly the cartridge you refer to, Star Ship, is in fact Star Trek - the game which we did feature in the last issue. You have probably got hold of an early leaflet where the game had an experimental name, used before the licence to call it Star Trek came through. As all copies of this game will be called Star Trek over here, we didn't use or refer to the other title.



Cartoon by Ian Bolton of Ikleston, Derbyshire.

WHERE TO BUY

You'll find Atari and Intellivision consoles and recent cartridges are widely available. Radio Rentals hire out Intellivision consoles in some parts of the country. Colecovision and Vectrex, being newer, may be somewhat harder to find. Vectrex will be available in branches of GHS.

If you can't get hold of a particular game you may have to buy by post or go to a specialist shop.

But try your local shop first. Even if they don't normally stock the particular game you want, they may be able to order it for you. We've printed a list of Trade Wholesalers in this issue to help shops with their ordering. These wholesalers won't deal directly with members of the public, so there's no point in you contacting them direct.

If you can't get hold of the cartridge you want anywhere, you could write to us and we'll try to help you. Please enclose a stamped, addressed envelope.

Argos National chain of over 300 shops.

Boots National chain of over 250 shops.

Dixons 260 shops England, Scotland and Wales. M/O: Software Express, Camera House, Cartwright Road, Stevenage, Herts SG1 4QD. (0483) 69123

Easy Video Shop & M/O: Games Centre, 65 Station Road, West Drayton, Middlesex UB7 7LR. West Drayton 41786

Games Centre Five shops, central London, also Birmingham, Brighton and Nottingham. 01-637 7911

E & E Enterprises Ltd PO Box 8, Saltash, Cornwall PL12 6YU. M/O only.

Games Workshop Five shops: London, Birmingham, Manchester, Nottingham, Sheffield. M/O: 27/9 Sunbeam Rd, London NW10. 01-965 3713

Gemini Electronics Shop & M/O: 50 Newton St, Manchester M1 8DP. 061-236 3083 (Export)

Greens 65 sites in Debenhams, Clements (Watford), Browns (Chester), Harvey Nichols (London). M/O: Greenchip Club, Academy House, Trafalgar Way, Yorktown Industrial Estate, Camberley, Surrey GU15 3BN. 0276 62421

Hamleys Shop & M/O: 188-196 Regent St, London W1R 5DF. 01-734 3161

Ketts 40 shops, SE England. 0784 34488 (Egham, Surrey)

Maplin Shops London, Birmingham, Westcliffe. M/O: PO Box 3, Rayleigh, Essex SS6 8LR. 0702 554155. Catalogues in large newsagents. (Export)

Menzies 110 shops countrywide, TV games in 76 of the largest. 031-225 8555

Orbit 16 shops England & Wales. 01-387 5734

Rumbeowns 371 shops England and Wales. 0992 31988 (Waltham Cross)

Silica Shop Shop & M/O: 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX. 01-301 1111 (Export)

W H Smith National chain of 350 branches. Special electronic games centres are located in 120 of the largest stores.

Video Palace 100 Oxford Street, London, W1N 9FB. 01-637 0366

		▲ = some branches only ARGOSBOOTS DIXONS EASY VIDEO E & E ENTERPRISES GAMES CENTRE GAMES WORKSHOP GREENS HAMLEYS KETTS MAPLIN MENZIES ORBIT RUMBEOWS SILICA SHOP W H SMITH VIDEO PALACE															
ATARI 2600 VCS SYSTEM	Game Cartridges	2600 Games/Cont	●	▲	●	●	●	●	●	●	●	●	▲	●	●	▲	●
		ACTIVISION	●	▲	●	●	●	●	●	●	●	●	▲	●	●	▲	●
		APOLLO				●		●						●			
		BOMB				●								●			
		CBS ELECT		▲		●	●	●		●	●		▲	●	●		
		COMMAVID												●			
		IMAGIC	●	▲	●	●	●	●	●	●	●		▲	●	●	▲	●
		MATTEL	●	▲		●	●	●	●	●	●			●			●
		PARKER	●	▲	●	●	●	●	●	●	●		▲	●	●	▲	●
		SPECTRA					●	●	●					●			
		TELESYS					●							●			
		VIDEOGEMS				▲										▲	
	Controllers	STARPATH S'CHARGER					●							●			
		COIN CONTROLS															
		POINTMASTER					●								●		
		SPECTRA				●	●	●	●						●		
		SUN COM													●		
INTELLIVISION	Cartridges	WICO													●		
		Consoles/Carts	●	▲	●	●	●	●	●	●	●			●	●	●	
		ACTIVISION		▲	●		●	●	●	●	●				●		
		CBS ELECT		▲			●	●	●		●				●		
		IMAGIC	●	▲	●		●	●	●		●			●	●		●
COLECO	Consoles/Carts	PARKER		▲	●		●	●	●	●	●			●	●		
		VECTREX Consoles/Carts					●	●	●	▲	●				●		



Thanks for your response to the questionnaire that appeared in the first edition of TV Gamer. Your replies were very useful, and this issue has been adjusted accordingly. This time we would like to know what you think of the major games companies . . . and we'd like you to design your ideal games machine.

Firstly, about you.

Name
Address
(postcode)

Which ITV station do you receive?

Are you male/female
Are you married/single
Are you at school/college/unemployed/at work

Your age? Under 18
Please specify

18 - 24 ☐ 25 - 34 ☐ 35 - 44 ☐
45 - 54 ☐ 55 - 64 ☐ 65 & over ☐

What is the occupation of the head of your household?
.....
(If retired, please state last job before retirement.)

How many issues of TV Gamer have you bought?
.....

About your games system.

1 Please put a ring round the system you use most and underline any others you have

Atari VCS Intellivision

CBS/Colevision Vectrex

Other (please name)

About your most used system:

- 2 In which year did you get it?
- 3 Is it rented/bought?
- 4 How many cartridges do you own for the system, including the one that came with it?
- 5 How many cartridges have you rented in the last month?
- 6 How many cartridges have you bought in the last three months?
- 7 Where do you rent your cartridges from?
- 8 What accessories have you bought for your system? (joysticks, storage boxes, etc.)
- 9 What is your favourite game?

1 How long do you expect to go on playing with your present games system? years

2 Are you planning to buy any of the following: A replacement video game of the same type
A video game of a different type
A games playing computer
A 'serious' computer

3 If you've a particular product in mind, could you tell us which

Competition section

To save you postage, we've grouped all the removeable sections of this issue together. You don't

have to fill in the questionnaire to be eligible for the competitions, nor will subscribers be at an advantage.

Vectrex competition (page 51)

Please enter the correct letter in each box.

1	2	3	4	5	6
7	8	9	10	11	12

Now complete this sentence "The accessory I would most like for my Vectrex would be a
because

Please fill in the space, and complete the sentence in not more than 20 words.

CBS/Colecovision competition (page 17)

Please enter the page numbers the clues refer to into the boxes:

Clue 1	page	2	3	4	5
6	7	8	9	10	

In the picture on page 17, I think Mario is saying:

Please write no more than 20 words.

Please post your entries to TV Gamer, 187 Oxford St., London W1R 1AJ. Please don't forget your name and address.

QUESTIONNAIRE/SUBSCRIPTION

What do you think of the systems?

Please number in order of preference 1 = best or most 4 = worst or least	Atari VCS	Intellivision	CBS/Coleco	Vectrex
	All round performance			
Range of games				
Picture and sound				
Accessories				
Value for money				
Attractive console				
Development potential				
After sales service				

What do you think of the games made to fit your system?

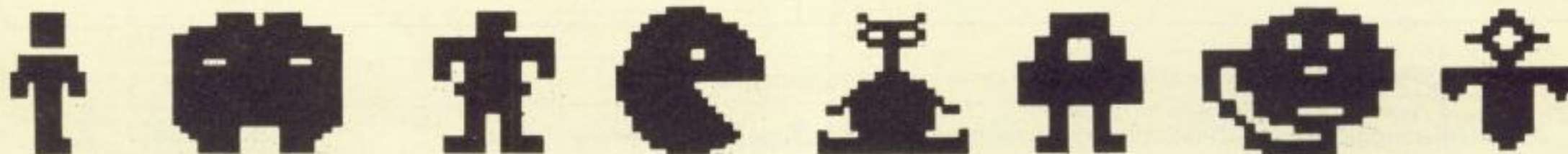
Please number in order of preference 1 = best 6 = worst or least	Activision	Atari	CBS/Coleco	Imagic	Mattel	Parker
	Selection					
Game ideas						
Value for money						
Overall gameplay						

Help us to design the perfect video game.

Listed below are a selection of features which a video game might have. Please ring the *five* you think would be most important when buying a new system.

- Good sound
- Low price
- 3D picture
- Portable
- Built-in screen
- Ability to talk
- Able to make up your own games
- Able to play all your existing cartridges
- Good picture
- Wide selection of games
- Stereo sound
- Battery/mains powered
- Voice operated
- Able to play well-known arcade games

Can you think of any other features you'd like your next video game to have?
We'll give a year's free subscription to each of the five people giving the answers
the Editor considers to be the most imaginative and practical.



How to subscribe to TV Gamer.

There are three ways to get the next issue of TV Gamer.

- 1 Order a copy from your local newsagent.
- 2 Hope that you'll see a copy before they sell out.
- 3 Subscribe.

For 1 and 2 you're on your own. To subscribe, simply give us your name and address and a cheque or postal order for £4, and we'll do the rest. To make it even easier, you could use the form printed here. (And we don't even need your name and address if you've already put them in the questionnaire.)

TV GAMER

Yes, please send me the next four issues
of TV Gamer, starting with Christmas 1983.
I enclose cheque/postal order for £4.

Signed

Name

Address

Send your subscription to TV Gamer, 187 Oxford St, London, W1R 1AJ

Exhibition News

There are two major exhibitions taking place this Autumn and TV Gamer has arranged for discounts on entry prices.

The Home Entertainment Spectacular will cover the whole range of electronic leisure products – Teletext, cable and satellite TV, video discs, 3D and stereo TV, hi fi and, of course, video games.

It all happens at Olympia, London from the 17th to the 25th September. The Exhibition opens daily at 11.30am and closes each night at 9pm – except for Monday September 19th, when it's a free trade only session until 5pm.

Entry is £3 for Adults and £2 for children under 12, but you can get £1 off these prices with the voucher printed here. A host of our regular advertisers will be there with their latest goodies on show. So why not go along and play with the future!

Brainwave '83 will be at the National Exhibition Centre in Birmingham on November 4, 5 and 6th. It calls itself The Home Computing, Video and Electronics Family Show, and it seems likely to cater for computer people more than video gamers.

However, Atari will be there showing their newest home computers and the trusty 2600 will be on display along with its latest games. CBS will have the Colecovision on show – and, if you are lucky, there may be a computer module or two as well. In addition, there will be Coleco's latest games for Atari and Intellivision as well as those for their own system.

There's a special bonus on Saturday November 5th – a free Fireworks display after the Exhibition closes.

Hours are 10am to 7pm on Friday and Saturday, and 10am to 5pm on Sunday, and the car park is free.

Entry is £3 for adults, and £1.50 for children under 14, or for £7 you can buy a special family ticket that admits two adults and two children. Group entry is available – for details phone the organisers on 01-747 3131.

Readers can save by using the special money-off voucher printed here.

THE GREAT HOME ENTERTAINMENT SPECTACULAR

17-25 September 1983 Olympia, London

TV Gamer Autumn 1983

ENTRY

£1
off

VOUCHER

Take this voucher to The Great Home Entertainment Spectacular at Olympia 17/25 September 1983 and you will receive a £1 discount on your entry ticket. Not exchangeable for cash.

THE GREAT
HOME ENTERTAINMENT
SPECTACULAR

BRAINWAVE '83

THE HOME COMPUTING, VIDEO AND
ELECTRONICS FAMILY SHOW

National Exhibition Centre,
Birmingham

November 4, 5 and 6 1983

Reduced price
with this
voucher

REDUCED
PRICE
ENTRY
VOUCHER

	Normal Price	Reduced price with this voucher
Adult	£3	£2.50
Child (up to 14)	£1.50	£1
Family of 4	£7	£5

TV Gamer Autumn 1983



Coming in the bumper Christmas issue ...

This is the second TV Gamer quarterly guide to what's what in the world of video games. The third issue is scheduled for Christmas and it's going to be a bumper edition ...

Video Games Clubs – the official and the unofficial. What they are, and what they can do for you. With comments and reports from readers – including you if you write to us soon!

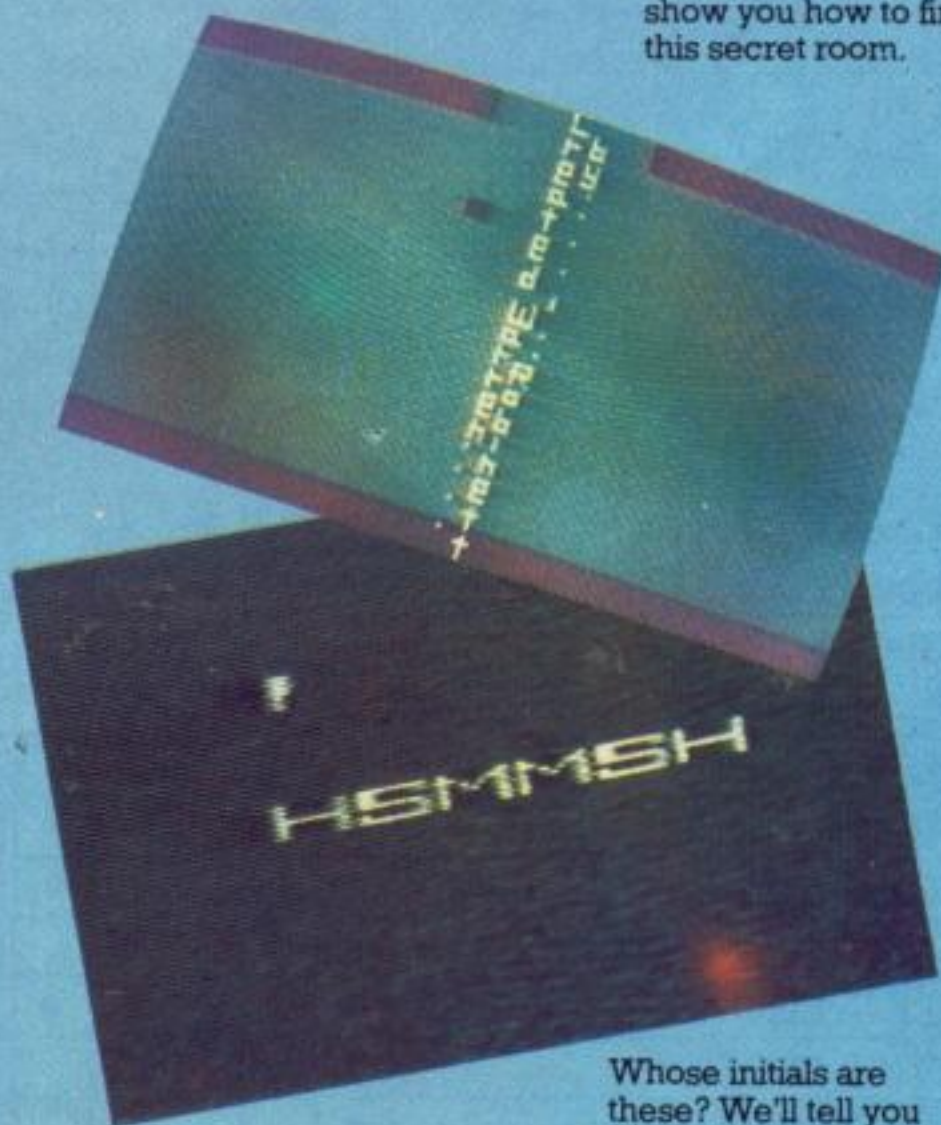
Hidden Rooms and Secret Initials – several games contain secret 'autographs' left by the designers. We show you a few, and invite you to join us in the hunt for more!

Top Prize Competitions

Another chance to win yourself a Coleco, or a Vectrex with a unique new accessory, or a selection of Activision cartridges or ... but we mustn't give *all* our surprises away.

Plus all the latest hardware news and tests, reviews of the latest games, readers letters and our regular features, including the only complete listing of all the games for the most popular video systems in Britain.

In the next issue we'll
show you how to find
this secret room.



Whose initials are
these? We'll tell you
the answer and show
you how to find them.

TRADE INFORMATION

The following are the manufacturers or importers of TV Games Systems and cartridges. Normally they will only deal with large, approved accounts, but traders may wish to contact them to find their nearest wholesaler.

CBS Electronics,
Headley Road East, Woodley,
Berkshire, RG5 4SG.
0734 698188

S Gold & Sons Ltd
777-779 High Road, Leytonstone,
London E11 4QS. 01 558 2121/
01 556 2429

PO Box 33, Harrowbrook Road, Hinckley,
Leicester LE10 3DN. 0455 610770

Knickerbocker Toy Co (UK)
Eskdale Road, Winnersh Triangle,
Wokingham, Bucks RG11 5LW
0734 698514

Mattel Electronics (UK) Ltd,
Mattel House, North End Road,
Wembley, Middlesex. 01-900 0311

C P House, 97 Uxbridge Rd, Ealing,
London W5. 01-567 3030

Owen St, Coalville, Leicester, LE6 2DE.
0530 36388

15 Hazel Drive, Poynton, Stockport,
Cheshire, SK12 1PX. 0625 878886

PO Box 16, Clacton on Sea, Essex.
0255 422034

Building No 1, GEC Estate, East Lane,
Wembley, Middx HA9 7FF. 01-904 0921

200 Brent Street, Hendon, London NW4.
01 203 6366/7

65 Station Rd, West Drayton, Middlesex
UB7 7LR. West Drayton 41786/7

Warrington Road Industrial Estate,
Stephen's Way, Goose Green, Wigan.
0942 495658

841 Harrow Road, London NW10 5NH.
01 969 5255 (enquiries)
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microGAMES

ATARI - INTELLIVISION - COLECO - VECTREX - COMPUTER

1

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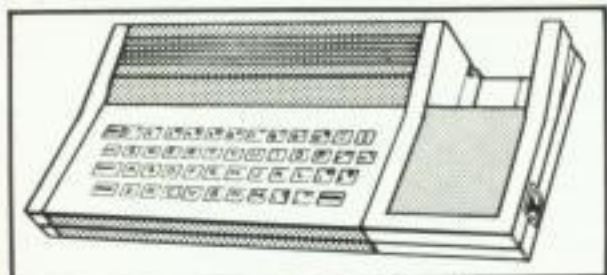
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HOME COMPUTERS

20k AQUARIUS



AQUARIUS: The brand new Aquarius Personal Computer is part of Mattel Electronics latest developments in advanced technology and offers full home computing facilities, as well as extensive game play, using a very wide range of plug in cartridges. Since Aquarius is a Mattel Electronics product, it benefits by the company's wide experience of producing high

technology equipment, as well as their game programming expertise which is evident from the advanced games which have been produced for the Intellivision. Aquarius costs £99 and comes with microsoft basic built in. It is so simple to use that you'll be writing your first programs within minutes of taking the machine out of its box. You can even record the programs on your own cassette recorder at home, so you can use them again at a later date. Most available domestic tape recorders are compatible with the Aquarius.

A POWERFUL MACHINE: For all its simplicity, it is also very sophisticated. It has a Z80A processor and it comes with 8K of built in ROM and 20K of RAM, expandable to 52K. It has a display of 40x24 characters, and a graphic resolution of 320x192 with a total character set of 256 (including the complete ASCII set with upper and lower case letters, numbers and additional graphic symbols). The keyboard has 49 full stroke moving keys, unlike some of the cheaper machines which have membrane keyboards. The size of the machine (excluding any of the additional peripherals), is 13"x6"x2".

PERIPHERALS: It is very easy to increase the capabilities of your Aquarius as all the peripherals plug straight into one another. You can add a Printer, a Modem, a Data Recorder, Mini Expander and other items. All of the peripherals are very easy to install and what is more, they're easy to use. But the best news of all is, they're easy to afford.

CPM OPERATING CAPABILITY: The Aquarius is capable of being expanded to 52K RAM and later in 1983 a disk drive will be available for it, with the commercial CPM business operating system. This will allow you access to one of the largest software libraries in the world, with literally hundreds of programs available for you to use.

CARTRIDGES: Various sophisticated programs will be launched on plug in cartridges such as a Visicalc type spreadsheet and a word processor. In addition there will be dozens of games and utilities and alternative languages such as Logo, which combined with the built in microsoft basic gives an unbeatable combination of high quality programming ability.

20K MATTEL AQUARIUS - £86 + VAT = £99

£99

ATARI 400/800

NEW LOW PRICES



ATARI 400/800: With the Atari Personal Computers, you can play the ultimate in T.V. games, teach yourself new subjects or skills, balance budgets, and even write your own computer programs in Basic.

SPECIFICATIONS: Both the Atari 400 and 800 can display in up to 16 colours, each with 16 intensities. They have four independent sound synthesizers for music tunes/game sounds, giving four octaves with variable volume and tone control on your T.V.'s speaker. The display graphics

are of amazing quality, having a detailed resolution of 320 x 192, comprising 24 lines of 40 characters. Atari personal computers have a standard 10K ROM operating system. In addition the standard Atari 400 (£129) comes with 16K of RAM and the expanded version with 48K (£178). The Atari 800 (£279) comes with 48K as standard. Both the 400 and 800 are now supplied with a FREE £40 Basic Programming Kit, which includes the Basic Programming Cartridge, as well as a 120 page Basic Reference Manual and the 184 page Self Teaching Manual by Bill Carris called 'Inside Atari Basic', so you can begin programming straight away, without buying any 'extras'. Even a mains plug is supplied!

OVER 500 PROGRAMS AVAILABLE: The Atari computers are supported by well over 500 programs available for your use, a larger selection than you will find on any other television game or home computer! The wide selection puts Atari way ahead of the competition. Just fill in the coupon and we will be pleased to send you a full price list which gives details of our range of software available for entertainment, home education, programming and home office use. We think you'll agree when we say it's quite impressive.

100 FREE PROGRAMS FROM SILICA SHOP: If you buy your Atari Home Computer from Silica Shop, you will receive a FREE presentation pack of 6 cassettes, containing 100 programs including games, utilities and demonstrations. A 16 page booklet giving full details of all of these programs is available on request. If you have already purchased your computer elsewhere you can buy the set of 6 cassettes for £30. What's more, Silica Shop offer a two year guarantee on all computers as well as a FREE joystick. This adds up to a great offer that we believe can't be beaten or matched by any of our competitors.

ATARI 400 16K - £112.17 + VAT = £129

ATARI 400 48K - £154.78 + VAT = £178

ATARI 800 48K - £242.60 + VAT = £279

£129

VIDEO GAMES

COLECOVISION



THE SYSTEM: The CBS Colecovision offers new standards in video game play. The excellent graphics are well implemented with arcade titles such as Zaxxon, Lady Bug, Gorf, Wizard of Wor, Carnival, Mouse Trap and the lovable Smurfs. The console comes supplied with a three screen arcade quality version of DONKEY KONG. Parker and other companies have also announced ranges of cartridges for Colecovision, to further enhance the wide range of quality titles available for this new television games machine.

THE CONSOLE: The CBS Colecovision video games system has advanced technology which produces superlative graphics resolution and excellent sound effects. The styling of the console and hand controllers has been carefully researched; the console is designed to complement modern hi-tech equipment, and has clear features for easy operation. The hand controllers allow fingertip control via the 8 direction joystick, and feature 2 independent fire buttons. The push button keyboard is used for game selection and for game control with some cartridges. The hand controllers are detachable and are connected to six feet of telephone coil cable, storing neatly away in the console when not in use.

ATARI EXPANSION MODULE: The Atari converter module allows Atari VCS software cartridges to be played on the Colecovision console, allowing owners the freedom to purchase from the extensive range of Atari compatible cartridges. It also means that existing Atari owners can buy the CBS Colecovision games system without discarding their software library. Silica Shop offer part exchange facilities if you wish to upgrade.

TURBO EXPANSION MODULE: The Turbo Driver Expansion Module allows you to actually drive the vehicle that appears on your T.V. screen. The module consists of a steering wheel, dashboard and accelerator pedal. One hand controller is mounted on the dashboard to provide a gear change unit. The module comes complete with a Turbo Driver cartridge, the first of several cartridges to make use of the module, which provides all the action of sitting in the driving seat. This facility is unique to CBS Colecovision.

HOME COMPUTER EXPANSION MODULE: The Home Computer Module scheduled for late 1983, allows conversion of the games unit into a sophisticated Home Computer. This flexibility of design is an important feature of the CBS Colecovision System.

COLECOVISION - £127.82 + VAT = £147

£147

VECTREX



THE SYSTEM: Vectrex is a totally unique Home Arcade System, which has been exclusively designed and engineered to duplicate real arcade game play. Complete with its own monitor display, Vectrex won't cause any arguments over the use of the family's television because it has its own built in screen.

THE SCREEN: Vectrex does not use ordinary display techniques, instead it uses vector scanning to control the images on the screen. With this scanning method, the gun only updates the area of the screen that has changed, whereas a normal T.V. re-transmits the ENTIRE screen 50 times a minute. It is this that gives Vectrex its speed, and means that very little computer power is required for screen control, and the results provide very fast responding and clear images. These 'Vector Graphics' are used in several arcade games such as Asteroids and Battlezone, to give you incredibly high resolution and quality. Vectrex brings all of this from the arcade right into your living room. The Vectrex screen is capable of displaying 80 columns by 40 lines, which is significant to the extensive developments planned for the system.

EXCITING SOUNDS AND ELECTRONICS: Vectrex has an advanced microprocessor with more speed and power and exciting effects than many home video games systems.

REAL ARCADE CONTROLS: Vectrex has a unique control panel, similar to those used in many real arcade games, with 4 concave action buttons and a full 360° self centering joystick. This control panel has a 4 foot detachable cord for maximum player freedom.

REAL ARCADE GRAPHICS: Vectrex has its own 9 inch vertical screen and unlike a conventional T.V. screen, uses advanced display technology to achieve brilliant, high resolution imagery and superb game play never before possible. The Vectrex display provides special effects too, such as 3-D rotation and zooming in and out, which a regular T.V. cannot match. Using a black and white monitor, each Vectrex game comes supplied with its own coloured plastic screen overlay to add to the excitement of game play. The range of Vectrex cartridges (£19.95 each), gives a good selection of arcade games such as Berzerk, Scramble, Rip-Off and Bomber Attack. Vectrex comes complete with a fast paced 'Minestorm' game built into memory.

VECTREX: Vectrex has an advanced state-of-the-art microprocessor with more speed than other T.V. games.

VECTREX - £112.17 + VAT = £129.00

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WHO ARE SILICA SHOP?

Silica Shop are one of the leading specialist suppliers of Video Games & Personal Computers. We consider that our service, to those who already own or to those who are interested in any products in our range, cannot be matched by any other supplier. Just look at what we have to offer:

- **SHOP DEMONSTRATION FACILITIES:** - we provide full demonstration facilities at our shop in Sidcup, so that you can get 'hands on' experience of our range.
- **SHOP OPENING HOURS:** - we are open from Monday to Saturday 9 am - 5.30 pm, but close at 1 pm on Thursday's and 5 pm on Friday's.
- **MAIL ORDER:** - we are a specialist mail order company and are able to supply goods direct to your door at no extra cost.
- **FREE FIRST CLASS DELIVERY:** - all orders are sent Post and Packing FREE, most of them being despatched by FIRST CLASS POST within 24 hours of us receiving your order details. If you require overnight delivery, this can be arranged at a charge of £3 for items under £50, or alternatively £5 for items over £50.
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- **PART EXCHANGE:** - we will offer you up to one third of our current selling price in part exchange on your old Mattel Intellivision or Atari console (and related cartridges), if you decide to buy a new video game or personal computer from us.
- **SECONDHAND GOODS:** - we sell secondhand Mattel & Atari consoles/cartridges (with a full 1 year guarantee), at two thirds of our normal retail price.
- **COMPETITIVE PRICES:** - both our prices and service are very competitive. We are never knowingly undercut and will normally match any bona fide price quoted by our competitors, providing they actually have the goods in stock. We will also send the order to you soon and packing free!
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- **ATARI SERVICE CENTRE:** - we are now an authorised Atari service centre and can therefore accept repairs on all Atari equipment (TV Games and Computers) even if you did not originally purchase it from Silica Shop. All repairs during the manufacturer's 1 year warranty period will be completed FREE OF CHARGE.
- **2 YEAR GUARANTEE:** - we offer a 1 year extension on some manufacturers 12 month guarantee, including Atari Personal Computers.
- **VIDEO GAMES AND COMPUTER CLUBS:** - we offer a full information service on all video games and computers in our range. Advanced information on many new developments is often included, so you are always kept informed. We now have regular newsletters on software releases so make sure that you join our club.
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VIDEO GAMES

ATARI

ATARI VCS (2600) — THE NO 1 BRAND LEADER IN THE U.K.

ATARI: The Atari Video Computer System known as the Atari VCS or the 2600 has now become the T.V. game brand leader. In the U.K. there are over 700,000 owners of the VCS with access to a range of over 200 different plug in cartridges, each having a multitude of different variations and difficulty levels. Every system comes complete with the main console, two individual joystick controllers, a pair of paddle controllers, aerial splitter, mains adaptor, a 27 game Combat cartridge and a FREE 112 game SPACE INVADERS cartridge. The console also incorporates special circuits designed to protect your T.V. set.

SECONDHAND GAMES: We currently have several secondhand Atari VCS units in stock which we are selling for only £39 (inc VAT). This price includes the Console, with Combat Cartridge and all the accessories, as well as a 12 month guarantee. We also have stocks of several secondhand cartridges many at half price (all with 12 month guarantee). We will normally buy back secondhand units and cartridges at 1/4 of our normal selling price.

EXTENSIVE CARTRIDGE RANGE: The Atari VCS is so popular that in addition to Atari's own cartridges, there are over 150 compatible cartridges, produced by at least a dozen different third party manufacturers. Silica Shop has one of the largest cartridge selections available in the U.K. Our range of over 200 titles (printed either side of this column), includes items in stock now, as well as many of the new releases for later in 1983.



SILICA ATARI CLUB: Silica Shop has over 20,000 Atari VCS club members registered on our computer. As a specialist company we are able to obtain advance information about new developments and send detailed catalogues to all of our club members, enabling them to evaluate new products before they buy. This is a totally FREE service, to receive your copies complete the coupon below.

SERVICE CENTRE: Atari International (UK) Inc has recently appointed Silica Shop as an authorised Atari Service Centre. This means that we can now service your Atari VCS or 400/800 (under guarantee if applicable), whether or not you purchased it from us.

VCS COMPUTER KEYBOARD: A keyboard will soon be launched to convert the VCS into a fully programmable home computer. For further details, join our club by completing the coupon below. We will then let you know when further information is available.

STARPATH SUPERCHARGER: The supercharger plugs into the cartridge socket of your VCS and expands its RAM almost 50 fold, from 128 to 6,272 bytes. This increased memory adds vivid high resolution graphics capabilities and significantly lengthens the game playing time. Supercharger has a range of multi-load games (at £19.45 each), these offer the facility to play a game in several distinct parts (great for adventures), the next section being loaded when you have completed the previous one, thus enhancing the game play. For further information please complete the coupon below.

ATARI VCS CONSOLE — With SPACE INVADERS + COMBAT £60 + VAT = £69

£39

£69

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Tally Ho
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ACCESSORIES

We stock a wide range of accessories for the Atari VCS and 400/800 personal computers. The same accessories can be used on the Commodore VIC range of computers. The Wico range can also be used with the Texas Instruments computers on purchasing a special adaptor. To give you an idea of the range available, just take a look at the following list:

Trackball
by Wico



a directional control which is similar to a jet fighter joystick.

WICO RED-BALL: An arcade type joystick with a red ball handle, it features 2 fire button locations, one at the base and one on the stick. It comes supplied with 4 grip pads for easier table top use.

WICO STRAIGHT - STICK: The main feature of this joystick is its arcade style, bat handle grip. It also has 2 fire buttons. Four grip pads included for table top use.

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LE STICK: A mercury filled joystick specially made for one handed operation, with thumb fire button.

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STARFIGHTER: Neat and compact with a small direction stick. Metal interior for added strength.

VIDEO COMMAND: With a tapered handle, this joystick is for one handed use. It has



Wico
Straight
Stick
with
Stick
Fire
Button

MATTEL INTELLIVISION



MATTEL INTELLIVISION: The Mattel games unit is a most versatile T.V. game which offers 3-D graphics quality for only £98. Each cartridge comes with 2 overlays which fit over the unique hand controller giving easy directions for game play. Using the handset's control disc, objects

can be moved accurately in 16 directions giving a realistic simulation of lifelike movement. From 1st September 1983, the Mattel Intellivision T.V. Games Console will come with a FREE VOICE SYNTHESIS MODULE, normally priced at £50. This unit creates high quality synthesised male and female voices as part of the game play on certain cartridges.

NEW MATTEL CARTRIDGE RELEASES: Why not complete the coupon below and join the Silica Mattel Owners Club and receive our FREE news bulletins and 16 page catalogues detailing new Mattel releases. There will soon be over ninety cartridges available for the Mattel, and a small selection from these is listed below:

MATTEL: Arctic Squares, Burger Time, Buzz Bombers, Chess, Cloudy Mountain, Loco Motion, Mission X, Mystic Castle, Sharp Shot, Solar Sailor, Space Shuttle, Vectron, Winter Olympics. **ACTIVISION:** Happy Trails, Pitfall, Stampede. **CBS:** Blue Print, Carnival, Donkey Kong, Gorf, Mousetrap, Smurf, Solar Fox, Turbo, Venture, Wizard of War, Zaxxon. **IMAGIC:** Beezer, Dracula, Ice Trek, Nova Blast, Safecracker, Swords & Serpents, Tropical Trouble, White Water. **PARKER:** James Bond 007, Lord of the Rings, Popeye, Q-Bert, Spiderman, Star Wars, Super Cobra, Tutankham.

COMPUTER KEYBOARD: In July/August 1983, Mattel will be launching their new £89, 49-key computer keyboard attachment called 'Lucky' which is fully programmable and has microsoft basic built in. It will transform your Master Component into a home computer. The adaptor also accepts a 6 note polyphonic music synthesiser and full size 49-key piano keyboard that will make learning music as easy as playing games.

MATTEL + VOICE — £85.22 + VAT = £98.00

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VIDEO GAME CLUB

In a fast moving market like video games, it is difficult to keep up to date with all the developments that take place. With new programmes and accessories being introduced at a fast rate by several different manufacturers, it is impossible to get all the information you require from one manufacturer alone. It is for this reason, that we have set up owners clubs for the more popular video games and home computers, to keep you fully up to date with what is going on with your particular machine. As far as we know, Silica Shop are the only company to offer such clubs, but that is not surprising since we are the specialists. We currently have FREE clubs for the Atari VCS, Atari 400/800 home computers, and Mattel Intellivision. Soon we will have clubs for Colecovision, Aquarius and Vectrex. So if you own one of these machines, fill in the coupon opposite, and we will enrol you FREE OF CHARGE in the club relevant to your computer or video game.



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